

# Motu Kairangi Netball



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Tui I Runga, Tuia I Raro, Tuia I Te Herenga Tangata  
Bind It Above, Bind It Below, Bind Us Where People Meet

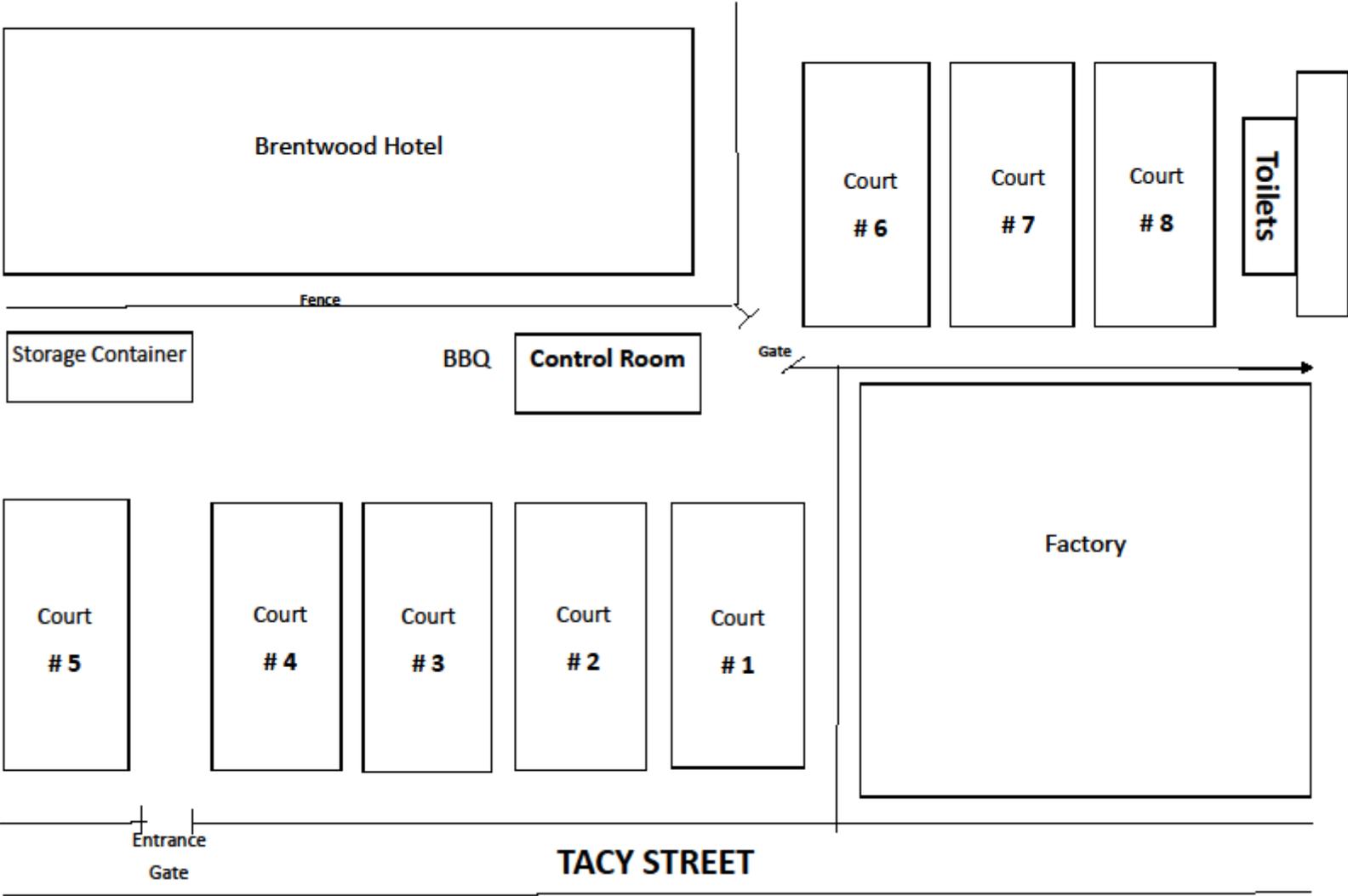
Handbook  
and Rules

Last amended: April 2016

## Table of Contents

1.	Introduction .....	3
2.	Organisation.....	3
3.	Communication.....	4
4.	Facilities, Courts and Access .....	4
5.	Game & Player Information .....	5
6.	Uniform and Presentation .....	6
7.	Defaulting Games (applies to Y5-Y8 netball only) .....	6
8.	Substitutions .....	7
9.	Year 5 Future Ferns.....	7
	Rotation.....	7
10.	Wellington Intermediate Satellite Competition .....	8
11.	Representative Teams .....	8
12.	Umpiring Guidelines (applies to Y5-Y8 netball only) .....	9
	Year 5 and 6 Umpiring Guidelines .....	10
	Year 7 and 8 Umpiring Guidelines .....	10
	Neutral Umpires .....	10
	Dual Umpiring .....	10
13.	Kiwi Whistler Programme .....	11
14.	Duty Umpire (applies to Y5-Y8 netball only).....	12
15.	School Co-ordinators’/Delegates’ Roles .....	12
16.	Court Control Tasks (applies to Y5-Y8 netball only).....	13
	At the Beginning of the Day: .....	13
	At the end of each Round:.....	13
17.	Duty Team Tasks (applies to Y5-Y8 netball only) .....	14
	First shift: At the Beginning of the Day:.....	14
	Second Shift: At the End of the Day: .....	14
18.	Calendar .....	14
19.	Cancellations.....	15
20.	Valuables.....	15
21.	Lost Property.....	15
22.	First Aid (applies to Y5-Y8 netball only) .....	15
23.	Injuries (applies to Y5-Y8 netball only) .....	15
24.	Behaviour at Motu Kairangi Netball .....	16
	Players’ Code of Behaviour .....	16
	Coach and Managers’ Code of Behaviour .....	16
	Parents’ and Spectators’ Code of Behaviour .....	17
25.	Game Misconduct.....	18
26.	Disputes and Disciplinary Action.....	18

**COURT LAYOUT**



## 1. Introduction

The objectives of Motu Kairangi Netball are to:

- To foster and promote learning enjoyment, fair play and positive attitudes through playing in a seasonal competition for girls and boys from year 1 to 8 in the central, eastern and southern suburbs of Wellington.
- Foster and encourage umpiring, coaching and administration of netball.
- Recognise the achievement of all participants.
- Encourage coaches and parents to follow the fair-play code as outlined in this Handbook.
- To ensure that funds raised by the club are used to benefit the participants.

Motu Kairangi firmly believes that players of this age are developing their skills and attitudes towards the game and therefore expects all adults involved to provide positive and appropriate coaching and management of individuals and teams. In this handbook there are codes of practice for coaches, players, parents and spectators. These codes give a minimum expectation of behaviour of these four groups of people. Motu Kairangi expects the highest standards of behaviour to be used at all times.

This Handbook has been developed to assist the smooth running of the netball season at Motu Kairangi. The handbook offers guidelines to schools, coaches, managers, players and players' families on how Motu Kairangi is run and the standards of conduct expected by Motu Kairangi Netball.

## 2. Organisation

Motu Kairangi Netball Incorporated is an Incorporated Society and therefore its operations are guided by a constitution that has been registered with the Registrar of Incorporated Societies.

A copy of the constitution is available at the Control Room or upon request a photocopy can be provided for personal possession.

Each year at the Annual General Meeting a chairperson, secretary and treasurer are elected. A Management Committee is determined at the Delegates' Meeting.

In addition to the elected Management Committee, sub-committees may be set up and to have responsibility for various parts of the operations of Motu Kairangi. These sub-committees report to the monthly meetings of the Management Committee. **Every affiliated school must have at least one representative as a Management Committee Office Holder, a Management Committee member, a sub-committee member or in a Task Group role.**

The Management Committee is responsible for running Motu Kairangi on a yearly basis and also for making the rules of the Association. From time to time a situation might arise that is not covered by the printed rules or constitution. The Management Committee reserves the right to deliberate on such matters and introduce new rules as and when required.

Motu Kairangi has an ongoing programme to improve facilities. This involves various projects including:

- Sale of drinks, sausages, chippies and confectionery each Saturday
- Applications to various organisations who provide grants to sporting groups
- Special fundraisers organised from time to time, e.g. Representative Team

Motu Kairangi has a programme of ongoing development. For example:

- Promote the development of umpiring and coaching skills
- Promote the development of player skills

### 3. Communication

Secretary: c/- PO Box 14 - 735, or: [mknetball@gmail.com](mailto:mknetball@gmail.com)

Website: [www.mknetball.co.nz](http://www.mknetball.co.nz)

Twitter: [@mknetball](https://twitter.com/mknetball)

Facebook: "Motu Kairangi Netball" at [www.facebook.com/mknetball](https://www.facebook.com/mknetball)

For cancellation notifications ONLY: 022 360 5707 (**this line is unattended - do not leave messages**)

### 4. Facilities, Courts and Access

Motu Kairangi Netball is based at Evans Bay Intermediate School, Kemp Street, Kilbirnie. Parking is available outside the main school entrance at Kemp Street or on the roadside of Tacy Street, Kilbirnie. There are seven playing courts and usually one practice court, though this court may sometimes be in play.

The Control Room is for the use of court controllers and officials only. **Only Authorised Personnel are permitted inside the Control Room. No children are permitted in the Control Room Except when authorised by a Management Committee Member.**

Notices and draws will be displayed on a notice board outside the Control Room door.

Toilets and drinking fountains are available in the school at the rear of the Astroturf (green) court area. We are grateful that Evans Bay Intermediate provides these facilities for our use. Please respect them.

No animals are permitted in Evans Bay Intermediate School grounds.

No bicycles, scooters or skateboards are permitted on the courts during competition play.

Please ensure that the courts are kept clear while play is under way.

No fundraising ventures are permitted at the courts during normal Saturday play except those authorised by the Motu Kairangi Management Committee.

Motu Kairangi Netball is a smoke free organisation and Evans Bay Intermediate School has a Smoke Free Policy that bans smoking anywhere in the school grounds and all court areas and surrounds.

## 5. Game & Player Information

All players, schools and adults associated with teams registered with Motu Kairangi must comply with Motu Kairangi rules.

Motu Kairangi follows school class years and is divided into ANZ Future Ferns Junior Netball for Y1 to Year 4 and Intermediate Netball has Year 5, Year 6 and a combined Year 7 and 8 grade.

Players must be registered to play under the school they attend. Registration dates are notified each year and completed registration forms, together with subscriptions, must be forwarded to the Committee by the due date. Registrations may not be accepted for schools whose delegate has not attended the compulsory Management Committee Delegates' meeting held prior to the commencement of the season, or volunteered for a duty.

### For intermediate netball (Y5-Y8):

- Where schools are smaller or have a mismatch of numbers of players. Schools may then: agree to join with another school and present a mixed team, or agree for a player to play in another school's team.
- Players can only be registered to play for one school.
- Where smaller schools have a mismatch of players they may combine players from more than one year group. In this case the team must play in the grade of the highest year-graded player, except where ONE player is a year grade ahead of the others and has not played netball before. Any exception to this must be approved by the Motu Kairangi Committee upon written application.
- Boys are allowed to play, however no more than two boys per team may be on the court at any one time and one must be in a defensive role, the other in an attack role.
- Teams must play the players who are registered. If a new player is added to a team during the season the registration (and appropriate subscription) must be paid to Motu Kairangi **before** the player takes the court. This may be done on the day at the Motu Kairangi Control Room.
- All teams must have a minimum of 5 players to start the game. If a team is not on the court within the first 1 minute of playing time the game must be defaulted. Teams are to change ends (direction) at the end of each quarter.
- Game Draws advising opposition, time and court number are published throughout the season, and are available on the website [www.mknetball.co.nz](http://www.mknetball.co.nz). A copy of the draw is also posted outside the Control Room.
- All players are required to wear the correct uniform and suitable footwear. NO item of jewellery, except a medic alert bracelet, shall be worn. Studs/earings must be removed and NOT taped for the game. If worn, the bracelet shall be taped. No adornment that may endanger player safety shall be worn. Fingernails shall be short and smooth. If a player is found to be in breach of these rules, they may not take the court, or will be asked to leave the court.
- Year 5 games are 4 x 8 minutes quarters with 1-2-1 minutes in between quarters.
- Year 6 games and the combined Year 7/8 grade games are 4 x 10 minutes with 2 minutes between quarters. Hooters will be used to broadcast the start, quarter and finish signals for all games.
- Only 4 minutes is allowed between games. Teams should be assembled beside the court ready to begin as soon as the previous game ends.
- Teams must be ready in their positions to begin games at the beginning of the round and after every quarter break when the hooter sounds. Play will commence upon the umpire's whistle.
- No concession is made for injury time. Please refer to the note on injuries in this handbook.

## 6. Uniform and Presentation

**Junior Netball (Y1-Y4)** –there is no uniform requirement.

**Intermediate Netball (Y5-Y8)** - All players are to be dressed in their registered team uniform while playing. Team uniforms may be either:

1. Skirt, shirt, and appropriate sports shoes, or
2. Shorts, shirt, and appropriate sports shoes, or
3. Netball dress and appropriate sports shoes

Each player must be wearing an appropriate bib indicating his or her position. Short or long-sleeved polyprop tops, may be worn under uniform tops. School must nominate a single solid colour and all players must wear that colour. Dark bike shorts or short polyprops (not bright coloured or striped) may be worn under skirts, **but must not be longer than knee length.**

Leggings, jeans or track pants are NOT to be worn, and any player disregarding this ruling may be asked to leave the court.

All players are asked to play in appropriate footwear for safety reasons. This is particularly important in the older age groups, where play is much faster. A Shoe Exchange Box (next the Lost Property Box) has been established for players who arrive at the courts without netball shoes. Players can loan shoes for a game and return them after their game is finished. Shoe spray is available to prevent the spread of infection. If your child has any old shoes they no longer fit we would love you to donate them to our shoe exchange, simply place them in the box provided.

## 7. Defaulting Games (applies to Y5-Y8 netball only)

For a team to take the court they must have a minimum of 5 registered players. Teams should refer to '8. Substitutions', before deciding to default. If a team cannot take court with 5 players, they must default and notify Motu Kairangi by email: [mknetball@gmail.com](mailto:mknetball@gmail.com) as soon as possible, but NO LATER than lunchtime (noon) on the Friday before. The school that needs to default must also contact the opposing team/school, giving them as much notice as possible. A default without appropriate notification will incur a \$20 fine.

Where a default is known about well in advance Motu Kairangi will allow a deferred game if the opposition agrees - schools should contact MK for details.

If you need to default on the Saturday, please get someone to advise the Control Room as early as possible. Defaults will be noted on the scorecard and the draw (on the notice board) and the default fine will apply.

If the opposing team has not taken its place on court 1 minute after the start of the round the game will be deemed to have been defaulted.

If the defaulting team takes the court with players from another school or a higher grade the game can be played as a friendly one. The score card should be written on by the umpire to indicate which team has defaulted.



All coaches/managers must rotate player positions each week of play, either clockwise or anti-clockwise. This may be done as set above. In a 7–player team, each player over the first 7 weeks must play each position, with no player playing the same position over the 7 weeks. The same applies to the second round of games.

**Players are NOT required to rotate positions DURING a game.** It is preferable a player plays a full game at one position, HOWEVER if you have more than 7 players you can substitute players at half time (between the second and third quarters). It is NOT recommended that players are substituted or rotated at quarters.

Where there are more than seven players, a player may:

- be rostered off and not play all positions in the first 7 weeks, or
- play 1/2 a game (2 quarters) at one position then play another 1/2 a game (2 quarters) at that same position on another week.

**A position must be played by all players for a full game (4 quarters) BEFORE players can begin being rotated through that position again.**

## **10. Wellington Intermediate Satellite Competition**

Every year the first and second placed teams (of the combined Year 7/8 A grade) of the grading rounds, are invited to play in a Satellite Competition, run by Netball Wellington Centre, at Hataitai Courts. Motu Kairangi trophies will be awarded to the winners and runners-up of Year 7/8 A Grade of both the 'grading' and 'competition' rounds.

Once in the Satellite Competition, these players are not permitted to play back down in the MK Y7/8 Competition.

## **11. Representative Teams**

Motu Kairangi selects representative teams for the Year 7 and 8 grades. Y 7 and 8 grade players must be registered and playing in the MK Saturday netball competition for the school they attend to trial and be a MK representative player.

Representative players are charged a fee which is set every year by the Management Committee. These fees form part of the costs incurred by having Representative Teams (i.e. Tournament entry fees, koha to coaches, managers, umpires, administration costs, uniforms, equipment, travel, etc.) Representative teams are entered into various tournaments, usually outside of Wellington City. Most of the tournaments are played on Sundays. Families of representative players may be asked to assist with transport or contribute to transport costs for away tournaments. Families will also be required to support any fundraising relating to the representative teams and possible cost for indoor training facility as appropriate, pending severe bad weather.

Each player will be lent a uniform to be used only at Motu Kairangi representative fixtures. This must be returned to the team managers at the end of the season.

Representative team selectors, coaches and managers are appointed by the Management Committee. Team selection is made through a combination of observation of players, as a result of trial games and by nomination from selectors and coaches.

Selected representative players are required to make themselves available for ALL tournaments and practices. A list of playing dates will be issued prior to trial dates. If players are not able to attend all practices or games on Sundays then they must immediately advise MK and withdraw from the team.

Because different representative teams play at the same tournaments it is impossible for a player to represent more than one association or union.

## **12. Umpiring Guidelines (applies to Y5-Y8 netball only)**

Every team must provide a MK registered umpire for each game. The penalty for not doing so is a requirement to default AND to pay a fine of \$40. If you are having trouble finding an umpire for a game, talk to your school delegate as soon as you are aware your umpire will be absent. DO NOT turn up and expect an umpire will be found.

If the umpire of your game has not arrived, notify the Control Room immediately. If it is a genuinely unforeseen event and an umpire can be found, and the game is played, a \$40 fine will be required and the default may be waived at the discretion of the MK Committee. Only two instances will be allowed in a season, on the third instance a default will apply. The only exception to this rule is when a “Kiwi Whistler” has been assigned to umpire on your behalf. For further information refer to “Kiwi Whistler Programme” below.

All umpires must have attended and passed an umpiring course within the last 3 years and have the minimum qualifications of “Introduction to Umpiring”.

There is a Duty Umpire available during play that can be approached by any member of the public to assist with umpiring queries. If there are any umpiring concerns please go to the control room and ask for the Duty Umpire immediately – while the game is being played. Duty Umpires will be identified by their Badge and ‘High Vis’ vest or by the Control Room.

Umpires are required to check the OTHER team and not their own for jewellery, fingernails etc as they are trained to do so in the courses.

Score cards must be checked by both Umpires during breaks, any inconsistencies are dealt with immediately.

At the end of the game, each umpire must sign the score card and clearly print their name.

## **Year 5 and 6 Umpiring Guidelines**

Enforce:

- ALL obstruction (within .9m)
- ALL contact
- Obvious stepping and offside
- 3 second held ball
- Incorrect throw-in
- Replayed ball

Explain:

- All decisions and rules using simple language as required in a pleasant manner.

## **Year 7 and 8 Umpiring Guidelines**

Enforce ALL rules:

- ALL obstruction (within .9m)
- ALL contact
- All stepping
- 3 second held ball
- Replayed ball
- Off-side
- Incorrect thrown-in

Explain:

- When necessary in a pleasant manner.

## **Neutral Umpires**

Coaches of any teams in the Y6A Grade, the Y7/8 A and Y7/8 B Grade are not permitted to umpire their team's games and must provide a separate umpire.

## **Dual Umpiring**

You umpire as a team. Your job is to ensure the game is played safely and fairly, with the rules applied consistently for both teams.

Always umpire from the middle of the centre pass circle to your right on the same side for the whole game (the players switch sides – you do not). You are also responsible for the complete sideline on your side of the court. The other umpire is responsible for the other sideline and the end of the court from the middle of the centre pass circle to their right.

Blow the whistle to restart the game after every goal scored at your end, regardless of which team has next centre pass.

The team that has the first pass is evens as 0 is an even number. At quarter time, if the ball is in play, the team that was on evens is now on odds. The evens/odds stay the same if the centre pass was about to be taken or a goal has just been scored when quarter time was called, i.e. only if the ball is in play when the quarter time hooter sounds do you change odds/evens.

The committee reserves the right to insist on “white” (higher qualified) umpires if the need arises. This request will be put in writing via the School Co-ordinator.

Motu Kairangi management also reserves the right to stop a game and replace one or both umpires should the need arise.

The start of play is dictated by the umpire’s whistle, after the hooter has sounded. The end of play is dictated by the umpire’s whistle after the sounding of the hooter.

### **13. Kiwi Whistler Programme**

The Kiwi Whistler Programme is for Year 8 netball players who are training to become umpires. A limit of 12 Kiwi Whistlers may be on the programme in each season. Registration and course details will be published on the website.

The course is 12x weeks and comprises of 6x theory and 6x practical sessions. Kiwi Whistlers fulfil the practical component of their training during MK Netball’s Saturday morning grading competition (second round of games/third term).

Kiwi Whistlers must be committed to attending all theory and all mentored games. Each Kiwi Whistler has a Mentor who attends games during their practical training to provide support and feedback. The Mentor must be an MK registered umpire or approved by MK. Mentors must commit to the full six weeks of practical training and are welcome to attend the theory sessions with the Kiwi Whistler. If a potential Kiwi Whistler is struggling to find a mentor they should contact MK.

Kiwi Whistlers will be assigned to umpire games in Y6 and 5 grades by the MK Training and Development Coordinator (replacing one or both school umpires for the day).

If a Kiwi Whistler has been assigned to referee your game, your school delegate will be notified by email and the roster is posted on the MK website each week. Please support our Kiwi Whistlers by being courteous and supportive of their commitment to train as umpires.

Kiwi Whistlers and their Mentors should be there in ample time to introduce themselves and carry out all pre-game checks. As there are only 12 accepted each year so those accepted must be committed to the course.

If a Kiwi Whistler cannot attend game, they must advise the MK Training and Development Coordinator as soon as they are aware (7 days unless emergency) and their reasons will be reviewed by the MK Training and Development Coordinator. Rosters of who they are umpiring are posted on the MK website weekly and games will be around the same time each week. If they do not attend without advising in advance (7 days unless emergency) of absence they may not qualify or may be dismissed from the course. The circumstances will be reviewed by the committee who will decide if they are able to continue and complete the course

There is a list of requirements to achieve in order to graduate from the course. For further information please email the MK Training and Development Coordinator: [mknetballtraining@gmail.com](mailto:mknetballtraining@gmail.com)

#### **14. Duty Umpire (applies to Y5-Y8 netball only)**

The Duty Umpire is not available to umpire games where an umpire has not been provided. Any team that fails to provide an MK registered umpire for any game will be considered to have defaulted, although the game may continue as a “friendly” game using only the opposing team’s umpire or an unregistered umpire. If neither team provides an umpire, zero points will be awarded.

Every team must provide a MK registered umpire for each game. The penalty for not doing so is a requirement to default AND to pay a fine of \$40. If you are having trouble finding an umpire for a game, talk to your school delegate as soon as you are aware your umpire will be absent. DO NOT turn up and expect an umpire will be found.

If the umpire of your game has not arrived, notify the Control Room immediately. If it is a genuinely unforeseen event and an umpire can be found, and the game is played, a \$40 fine will be required and the default may be waived at the discretion of the MK Committee. Only two instances will be allowed in a season, on the third instance a default will apply. The only exception to this rule is when a “Kiwi Whistler” has been assigned to umpire on your behalf. For further information refer to “Kiwi Whistler Programme” below.

The situation must be reported to the Control Room by the defaulting team before the beginning of the game. The team that fails to provide an umpire will also be fined \$40.

#### **15. School Co-ordinators’/Delegates’ Roles**

- Ensure all Motu Kairangi communications are relayed between the school, coaches, parents and players.
- Ensure umpires are available for all your games and that they are capable of overseeing the level of game. NOTE: Your school will be fined \$40 each time you fail to provide a registered umpire for your game and the game may be defaulted (see 12).
- Ensure the school fulfils its duties when rostered on under either Court Control or Duty Team (see Court Control and Duty Team Tasks). Failure of the school to fulfil these duties will incur a fine of \$20 for each adult missing.
- Relay, receive and take appropriate action on any complaints to or from Motu Kairangi Netball.
- Delegates must attend all compulsory delegate meetings called by the Management Committee.
- Collate all Umpire registration info for their own schools and return to Training and Development Officer by cut-off date to [mknetballtraining@gmail.com](mailto:mknetballtraining@gmail.com).

## **16. Court Control Tasks (applies to Y5-Y8 netball only)**

Court Control teams are rostered on for each half of the day's competition. First shift 8.30 – Midday, and the second shift from Midday until end of play.

Each duty team shall provide 4 people, 2 to administer the draw cards and 2 to look after the hooters and stopwatch. Court Control teams are to report to the Saturday MK Netball Co-ordinator in the Control Room at the beginning of their shift. Failure of the school to fulfil these duties will incur a fine of \$20 for each adult missing. The Saturday MK Netball Co-ordinator will be recognisable by wearing their official red jacket.

### **At the Beginning of the Day:**

- Make sure there are two sets of the draw, one for inside the container to record the scores and the other for the noticeboard.
- All scorecards for each round are to be put onto clipboards, making sure the pens work, and then hung up on the board for teams to collect prior to each round starting.
- After each round, write results on both draw sheets.
- Court Control teams are responsible for the balls and bibs lent out to teams. Record team name and school of the borrower and take a bond of \$10, refundable once all equipment has been returned.
- The hooter needs to be 'sounded' by the gates leading to the green courts, ensuring those teams can hear signal for starting and stopping play.
- Set up the timer according to instructions located on the wall in the container.
- Sound the hooter to indicate the following:
  - Start of every game
  - End of each quarter
  - Beginning of each quarter
  - End of every game
- Five minutes before the start of the first round announce, using the loud speaker that play will commence in five minutes, allowing the players and umpires to make their way to the courts, giving them time to get uniforms, nails and jewellery etc., checked so play can begin promptly.
- Ensure the goal posts are turned around for Future Ferns games (Year 4 and 5)
- Whistles are available to be bought at a cost of \$4.50 each. Court Control is responsible for selling these and placing the money into container on the desk or to a Motu Kairangi Committee member.
- **Please ensure that no children are in the container at any time.**

### **At the end of each Round:**

- Check all the scorecards have been returned.
- Enter the scores on the draws provided.
- Note in the red book the names of the schools that did not provide a registered umpire.

## **17. Duty Team Tasks (applies to Y5-Y8 netball only)**

Duty Teams are rostered on for each half of the day's competition. First shift 8.30 - 11.30, second shift 11:30 till end of play.

Each duty team shall provide 4 people, 1 to man the shop and 3 to cook/sell sausages. Please ensure that only one adult is responsible for handling the money. The wearing of gloves is compulsory. DO NOT handle money and goods with the same hand.

Duty Team members are to report to the Control Room at the beginning of their shift. Court Control teams are to report to the Saturday MK Netball Co-ordinator in the Control Room at the beginning of their shift. Failure of the school to fulfil these duties will incur a fine of \$20 for each adult missing. The Saturday MK Netball Co-ordinator will be recognisable by wearing their official red jacket.

First shift: At the Beginning of the Day:

- Pick up any rubbish and sweep the courts of any rubble. There are large brooms available in the container.
- Carry out the rubbish bins and line them with white plastic bags, which are kept in the locker by the window of the shop.
- The green mini bin also gets lined with a plastic bag and chained to the gate at the Tacy St entrance.
- Set up notice stand outside container.
- Set up hoops for the day's play, ensuring the safety padding is around each goal post.
- Place the sausages in the chilly-bin, with ice. Set up the barbecue, ensuring it is clean, and place the white table beside it for bread and serviettes.

### **Second Shift: At the End of the Day:**

- Pick up any rubbish and remove the white rubbish bags from the bins. These bags then get taken to the large red skip by the EBIS staff carpark.
- Wipe all surfaces inside the Control Room with disinfectant and have a general tidy-up.
- Once all the sausages are sold, clean the barbecue and put it away in the Control Room.
- Wipe the utensils and chilly-bin clean.
- Remove safety padding from all the goal posts and stack neatly inside the Control Room.
- Ensure the lower netball hoops have been removed and put away in the Control Room.
- Put the noticeboard away in the Control Room.
- Pick up items of lost property from the courts and place in the 'LOST PROPERTY' box, which is in the Control Room.
- Ensure both boys' and girls' toilets have been cleaned, any rubbish picked up off the floor and toilet doors locked.
- Notify Control Room of any leftover sausages and/or bread.
- Report any concerns to the Court Control Coordinator and/or any member of the Motu Kairangi Management Committee.

## **18. Calendar**

The Calendar for the season is sent to schools and is available on the website.

## 19. Cancellations

Play will be cancelled if the Management Committee deems the weather conditions to be too severe or court conditions too dangerous. Play will not automatically be cancelled due to rain. Conditions will be assessed throughout the day.

**Cancellations will be posted on:**

- **the website:** [www.mknetball.co.nz](http://www.mknetball.co.nz)
- **Twitter:** @mknetball
- **Facebook:** <https://www.facebook.com/mknetball>
- **MK Cell phone (022) 360 5707** for notifications only – the line is unattended.

If play is cancelled, the same draw will not be played the following week. If play is cancelled in the second half of the season (i.e. Term 3, after grading has taken place) we will endeavour to play the cancelled draw at the end of the season on the wet weather contingency day.

## 20. Valuables

Motu Kairangi Netball cannot take any responsibility for lost valuables or property. Teams are advised to have a supporter who can carry all valuables for a team during games.

## 21. Lost Property

Lost property will be kept in the Control Room and displayed on fine Saturdays. At the end of the season all remaining lost property will be donated to a local charity.

## 22. First Aid (applies to Y5-Y8 netball only)

A basic first aid kit (including ice) is kept in the Control Room. Teams are required to provide their own full first aid kit, including nail clippers, as part of that team's resources. The first-aid kit should have a good supply of gloves to prevent cross infection.

## 23. Injuries (applies to Y5-Y8 netball only)

A game may be stopped for an injury and until the situation has been resolved. Where possible move an injured player from the court to allow the game to continue. A substitute may replace an injured player. The injured player cannot return to court until there is a break in play. If in any doubt about moving a player consult any first aider who may be present.

Any player with an open wound or any sort of bleeding **must leave the court immediately** and not return until the bleeding is controlled and the wound has been dressed. Blood on the ball and court must also be washed away. Water is available from the Control Room if required.

All team members and supporters should be aware of appropriate measures to prevent contact with blood and body fluids of an injured person.

- No extra time can be given to make up for delays
- Cover all open wounds
- Use water to clean any blood from the ball and/or court

## **24. Behaviour at Motu Kairangi Netball**

All involved at Motu Kairangi Netball are expected to follow the spirit and ethics of the code of conduct. Failure to do so can result in person(s) being asked to leave the courts.

### **Players' Code of Behaviour**

- No chewing gum on court.
- No swearing or bad language in the vicinity of the courts.
- No playing around the sides or in between courts (including practice shooting on goal posts) while a game is in progress. Warm up area is on court 5 or on concrete area inside EBIS grounds.
- Be a good sport. Cheer all players whether they are in your team or the other team.
- Treat all players as you would like to be treated. Do not interfere with, bully, abuse or take advantage of another player.
- Control your temper. Verbal abuse of umpires, officials or other players, deliberately fouling or provoking an opponent and throwing equipment are not acceptable or permitted in any sport.
- Play for the "fun of it" and not just to please parents and coaches.
- Play by the rules.
- Never argue with an umpire. If you disagree, have your captain or coach approach the official during a break or after the game.
- Work equally hard for yourself and your team. Your team's performance will benefit, and so will you.
- Co-operate with your coach, team-mates and opponents. Without them there would be no game.
- Players cannot play for another school.
- Players may not play lower than the grade (Year) they are registered in.
- Players may only play for a higher team for a maximum of two games during the year and after that must remain playing in that higher grade if they play in a higher grade again.
- Players must cover wounds if they are bleeding.
- Avoid bad language, arguing with umpires or ridiculing anyone on court.

### **Coach and Managers' Code of Behaviour**

- Nurture your team's love of the sport and their appreciation of physical activity.
- Ensure your players are ready to take the court at the required time (e.g. jewellery removed, fingernails cut, etc.)
- Teach your players that rules of the game are mutual agreements which everyone should abide by.
- Develop team respect of the ability of opponents as well as the judgment of officials and opposing coaches.
- Control your temper. Verbal abuse of umpires, officials or any player is not acceptable or permitted in any sport.
- Umpires and officials are to be respected. If you have a concern with how a game is being umpired the coach may approach and clarify the rules with both umpires during a break or ask for the duty umpire to observe the game.
- Be reasonable in your demands on young players' time, energy and enthusiasm.
- Avoid over-playing the talented players. The just average players need and deserve equal time.

- Remember that children play for fun and enjoyment and that winning is only part of their motivation. Never ridicule or yell at the children for mistakes or losing a game.
- The scheduling, intensity and length of practice times should take into consideration the maturity level of the children.
- Follow the advice of a doctor when determining when an injured player is ready to recommence play.
- Make a personal commitment to keep yourself informed of sound coaching principles and the principles of growth and development of children.
- If you need to use a substitute player, they must be from a team in the same or a lower grade. They may play for your team a maximum of two times. If they play for your team a third time they will be considered permanently in your team and can no longer play for their old team.

### **Parents' and Spectators' Code of Behaviour**

- Nurture your child's love of the sport and their appreciation of physical activity.
- Encourage children to always play according to the rules.
- Show respect for your team's opponents. Without them there would be no game.
- Focus upon the child's efforts and performance rather than the overall outcome of the event. This assists the child in setting realistic goals related to her ability by reducing the emphasis on winning.
- Teach children that an honest effort is as important as victory, so that the result of each game is accepted without undue disappointment.
- Support all efforts to remove verbal and physical abuse from sporting activities and provide positive role models for your children. Demonstrate appropriate social behaviour by not using foul language or yelling at or harassing players, coaches, officials or umpires.
- Never ridicule or shout at a child for making a mistake or losing a game.
- Remember that children learn best from example. Applaud any good play by both teams.
- If you disagree with an official, raise the issue through the appropriate channels rather than question the official's judgment and honesty in public.
- Recognise the value and importance of volunteer coaches, umpires and officials and encourage your child to appreciate their efforts. They give their time and resources freely to provide recreational activities for the children and deserve your support.
- Umpires and officials are to be respected. If you have a concern with how a game is being umpired the coach may approach and clarify the rules with both umpires during a break or ask for the duty umpire to observe the game.
- If children are interested, encourage them to play sport. However, if a child is not willing to play, do not force her/him.
- Remember no dogs (regardless of size) are permitted at the courts.

**The Motu Kairangi Management Committee reserves the right to exclude any parent or spectator who does not abide by this Code of Behaviour, for a period set at the Committee's discretion.**

## 25. Game Misconduct

If a player's conduct is a cause for concern, through foul language or inappropriate or unacceptable behaviour, the umpire should in addition to any penalty awarded, follow the recommended procedure:

- Give warning.
- If the player is still offending, stand the player down for a specified time, eg. 3 goals.
- Order the player off the court for the rest of the game if the behaviour continues once back on the court.
- If the offender is playing centre, replace them with another player from the court. If it is any other player, they may not be replaced. The team may play with as few as 5 players.

If there continues to be a problem, seek the advice of the Duty Umpire to resolve the matter while the game is still in play.

## 26. Disputes and Disciplinary Action

Team Management and schools are asked to make the contents of both the Players' and Spectators' Codes of Behaviour widely known.

Should a dispute arise or an untoward incident occur relating to a game or team, the Duty Umpire, a member of the Court Control team or a Management Committee member should be informed, preferably while the incident is occurring so that, whenever possible, matters can be resolved at the time. **No complaint is to be written into the Red Book in the container.**

If, after discussion with the committee member, the matter is unresolved, the dispute decision tree must be worked through and if necessary, the complaint **made in writing** via the School Delegate and received by MK Netball Committee by the following Wednesday (4 days after the game). The letter should be e-mailed to: [mknetball@gmail.com](mailto:mknetball@gmail.com) or posted to: Motu Kairangi Netball, PO Box 14-735, Wellington

Only complaints that are received in writing and forwarded to the MK Netball Committee via the School Delegate will be accepted.

The MK Netball Committee will consider the complaint in a timely manner.