

**PINE RIVERS**  
***TORQUE TOYOTA***  
**NETBALL**  
**ASSOCIATION INC**

**2008**

**SUMMER NIGHT**  
**FIXTURE BOOK**  
**GRAND-FINALS**

**Proudly Sponsored by**

***Torque Toyota – Brendale***

***Game Sportswear – Brendale***

***Roam N Coffee***

***Tropical Sno***

# ***GROUNDS DUTY.***

***6:00PM TO 6:30PM***

- 1. CHECK GROUNDS FOR FOREIGN OBJECTS.  
E.G. GLASS - DIRT - BIRD DROPPINGS  
VACCUM IF NECESSARY.**
- 2. POST PADDINGS ON COURTS 2 – 4 – 7 – 9**
- 3. 2 RUBBISH BINS WITH BIN LINERS PLACED  
BETWEEN COURTS 1 – 5 AND 6 - 10**

**1 RUBBISH BIN WITH LINERS PLACED UNDER  
THE COVERED AREA OF CONTROL BUILDING**

- 4. PLACE TABLE OUTSIDE CANTEEN FOR PRESENTATIONS**

**9;15 PM END OF PLAY.**

- 7. TAKE IN POST PADDINGS FROM COURTS AND  
PLACE IN STORAGE UNIT AT SOUTH END OF  
CONTROL.**
- 8. EMPTY ALL RUBBISH BINS IN THE LARGE BIN  
NEAR THE CONTAINER.**
- 9. CHECK GROUNDS ARE TIDY.**
- 10. DISMANTLE TABLE AND STACK IN GENTS TOILETS.**

## **GRAND FINALS**

1. **Injury Time** – The first stoppage for each team in each quarter or half (refer Rule 2.1 & 2.2) shall be up to two (2) minutes from when time is held, to decide whether an injured or ill player is fit to continue. The decision shall be left to the Primary Care personnel. No other Team Official from the Bench is permitted on Court. For each subsequent stoppage for each team, the injured or ill player must leave the court and has thirty (30) seconds to do so. The injury or illness must be treated Courtside and not on court. The injured or ill player may be substituted or the position left vacant (refer Rule 7 viii)
2. Should any errors occur on the Scoresheet in the Grand Finals then the procedure to be taken shall be as per Section 07 Clause (g) of the By-Laws.
3. Should a winning team incur a three (3) point penalty then the game is awarded to the other team. Should a drawn game result and one team incurs a penalty as per the By-Laws, then the game will be awarded to the other team.

### **TIMING & SCORING FOR GRAND FINAL** (Refer to Clause 13.5, a) to n) of the By-Laws.

1. Each team is required to supply the following - One (1) 'SCORER', one (1) 'TIMEKEEPER' and one (1) 'HAND HELD STOPWATCH'.
2. The team listed on the left-hand side on the Scoresheet will be responsible for scoring 'GAME QUARTERS & BREAKS' and the team listed on the right-hand side of the Scoresheet will be responsible for timing 'INJURY TIME'.
3. Scorers must sit in the 'SCORING BOX' beside each other.
4. Stopwatches must be a 'Hand Held Stopwatch' not a 'Wristwatch or Mobile Phone'.
5. Each round will be started from Control by the Siren. The Game Timekeeper who is timing the quarters starts their stopwatch on hearing the Siren.
6. Timing on each game is 15mins, 3mins, 15mins, 5mins, 15mins, 3mins, and 15mins. Duration of games may vary as decided by Executive.
7. 30 seconds prior to the commencement of 2nd – 3rd – 4th quarter, the 'Game Timekeeper' must advise the Umpires '30 seconds' as is normally done in games controlled by the Office.
8. **Injury Time:** 'Game Timekeeper' Stopwatch is stopped when Umpire indicates Injury Time, and the 'Injury Timekeeper' Stopwatch starts the Injury Time
9. 'Game Timekeeper' Stopwatch re-commences Game Time at the end of Injury Time on the indication from the Umpire in control of that half of the court where the injury occurred.
10. At the 10 secs 'to go' mark the 'Game Timekeeper' must run with the Umpire to advise end of time for the Quarters, and state 'TIME UMPIRE'.
11. In the case of a drawn game, a 3min break is given, and the drawn game must be reported to Control.
12. Extra time will be started by the 'Game Timekeeper'.
13. Extra Time is 5 mins each way, change ends, no break.
14. At the conclusion of extra time, if the game is still drawn, then play continues until one team leads by 2 points.
15. Should any errors occur on the Scoresheet in the Semi-Finals, Preliminary or Grand Finals then the procedure to be taken shall be as per Section 07 Clause (g) of the By-Laws.
16. Should a winning team incur a three (3) point penalty then the game is awarded to the other team. Should a drawn game result and one team incurs a penalty as per the By-Laws, then the game will be awarded to the other team.

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## ATTENTION COACHES - MANAGERS - UMPIRES PLAYERS - SCORERS - SPECTATORS

PRIOR TO THE COMMENCEMENT OF  
AND DURING EACH FIXTURE GAME  
THE FOLLOWING  
**MUST**  
BE ADHERED TO

### COACHES - MANAGERS – SCORERS - SPECTATORS

- ENSURE ALL SPECTATORS ARE WELL BACK FROM THE SIDE AND BASE LINES OF THE COURT.
- ASK SPECTATORS TO RESTRAIN YOUNG CHILDREN FROM *STRAYING NEAR THE EDGE* OF THE COURT. CLEAR PASSAGE MUST BE GIVEN TO UMPIRES AND PLAYERS AT ALL TIMES.
- ADVISE SPECTATORS THAT ABUSIVE BEHAVIOUR TOWARDS UMPIRES AND PLAYERS WILL NOT BE TOLERATED, AND IS NOT *"IN THE SPIRIT OF THE GAME"*.
- ANIMALS MUST BE KEPT ON A LEASH, AND ARE NOT PERMITTED NEAR THE PLAYING COURT.
- PERSONS WITH BICYCLES, SKATEBOARDS, SCOOTERS, ROLLER BLADES AND ROLLER SKATES ETC., ARE NOT PERMITTED ANYWHERE NEAR THE PLAYING COURT.
- BICYCLES, SKATEBOARDS, ROLLER BLADES AND ROLLER SKATES ETC., MUST NOT BE RIDDEN ON THE GROUNDS OF THE ASSOCIATION AT ANYTIME DURING THE PLAYING OF FIXTURES.

### UMPIRES

- FAMILIARISE YOURSELF WITH THE SURROUNDS OF THE COURT, AND IMMEDIATELY NOTIFY CONTROL OF ANY POTENTIAL HAZARD EG., YOUNG CHILDREN, BICYCLES AND SKATEBOARDS ETC.,
- CHECK THAT ALL SPECTATORS ARE WELL BACK FROM THE SIDE AND BASE LINES OF THE COURT, AND *REQUEST THEY DO SO IF NECESSARY.*
- SHOULD A SPECTATOR BEHAVE IN AN ABUSIVE MANNER, IMMEDIATELY WARN THE SPECTATOR. SHOULD THE BEHAVIOUR CONTINUE, PENALISE THE TEAM THEY ARE ASSOCIATED WITH, AND IF BEHAVIOUR CONTINUES, REQUEST THE COACH OF EITHER TEAM PLAYING – APPROACH CONTROL IMMEDIATELY FOR ASSISTANCE.
- FAMILIARISE YOURSELF WITH THE *"BLOOD POLICY"* AND THE *"30 SECOND RULE"*. IF UNSURE OF THESE RULES, PLEASE CHECK WITH CONTROL.

**15<sup>th</sup> DECEMBER, 2008**

**GROUNDS DUTY - Open - BLUES  
Close - Ace**

TIME	CRT	GRADE	TEAMS			UMPIRES
6:30pm		JNR	BROTHERS 1	V	BLUES 7	
7:00pm		DIV 1	PANTHERS 1	V	ACE RANDOM	
		DIV 2	ACE ALLSORTS	V	FLASHEZ 1	
		DIV 3	PANTHERS 2	V	BLUES 3	