



Team Participation Guide

Summer Season 2021.2022

Senior Basketball & Netball

Junior Basketball

	Round 1	Last Minor Round	Semi Finals	Grand Finals	Total Games (if no byes)
JUNIORS					
Monday	11 th Oct	4 th April	N/A	11th April	18 + Finals
Tuesday	12 th Oct	5 th April	N/A	12th April	19 + Finals
Wednesday	13 th Oct	6 th April	N/A	13th April	19 + Finals
Thursday	14 th Oct	7 th April	N/A	14th April	19 + Finals
SENIORS					
Sunday	26 th Sept	27th March	3rd April	10th April	23 + Finals
Monday	27 th Sept	28th March	4th April	11th April	23 + Finals
Tuesday	28 th Sept	29th March	5th April	12th April	24 + Finals
Wednesday	29 th Sept	30th March	6th April	13th April	23 + Finals
Thursday	30 th Sept	31st March	7th April	14th April	24 + Finals
NO MATCHES SCHEDULED ON PUBLIC HOLIDAYS					

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1 Definitions

“Program” Any Basketball or Netball Competition run by Mars Sports Centre

“Participation Guide ” Mars Program Rules as amended by Mars Sporting Centre from time to time.

“Competition Points” points awarded to a Team based on the outcome of their Match which is used to determine the Teams position in the Program

“Division” Also referred to as ‘Grade’ is the separation of each Program offered.

“Program Staff” refers to the Mars employee or employee’s responsible for promoting and implementing the Program in line with the Participation Guide

“Match” means all Basketball or Netball games where one team plays another team

“Mars Sporting Complex” Also referred to as ‘Mars’ or ‘MSC’ the centre responsible for organising & running Programs

“Player” any person participating in any Match

“Round” a series of matches that occupies a specified time, contains a certain number of teams, and allows each team to play each other.

“Team” any entity granted the right by Mars to participate in the Competition

“Registration” Official Mars document to register in the Competition

“Score Sheet” The MSC approved document for scoring Netball matches

“Courtside App” Also referred to as “Stadium Scoring”. The MSC approved programs for scoring Basketball matches.

“SportsTG” The chosen software program for MSC to administer Programs.

“Season” defined as Winter or Summer Season is the separation of two playing programs in a year.

“Team Contact” The designated primary contact Mars will communicate with throughout the season.

“Fixtures” The schedule of games produced by Mars which dictates which teams play against other teams in the same division each round.

“Finals” can be used interchangeably with playoffs and means the series of games played following the conclusion of the minor round to determine the winner of the overall competition.

2 Program Structure

2.1 Programming & Competition Points

2.1.1 Mars will determine the number and format of Programs prior to each season. Mars may add or remove Programs from time to time and as required.

2.1.2 Competition Points. Points shall be cumulative throughout the minor rounds of a competition prior to finals:

Result	Points
Win	3
Draw	2
Loss	1
Bye	3
DQ / Forfeit	0

2.1.3 For and Against points – Declared Draws, Disqualifications, Forfeits

In the case of a game declared a draw, disqualification or forfeit, for and against points allocated to the teams concerned will depend on the circumstances, as follows:

- a) The score for a forfeit will be 20 – 0 for basketball
- b) The score for a forfeit will be 10 – 0 for Netball
- c) For a disqualification:
 - Where the winning team is disqualified, the score will be 20 – 0; or
 - Where the losing team is disqualified the score will stand.

2.1.4 Balancing Competition Points for Uneven Number of Games Played. A balanced draw and even number of games for all teams in a grade is not always possible due to teams joining late, changing grades, withdrawing and uneven number of team across grades. Where there is an unequal number of games played due to byes, the competition points accumulated for games will be based on the average points earned per game played (that is, total competition points accumulated divided by the number of games played, multiplied by the maximum number of games played in that grade). Teams with the higher number of points based on this calculation will be placed accordingly.

2.1.5 Equal Competition Points at the Conclusion of the Minor Rounds, if two (2) or more teams are level on competition points at the conclusion of the minor rounds, the higher finishing positions shall be determined based on the overall percentage of points for and against between all teams in the grade.

2.2 Grading

2.2.1 At the time of registration teams will specify their 'preferred grade' to start the competition in, however management will determine finals grades based on registration numbers.

2.2.2 Teams must make every effort to nominate in the correct grade.

2.2.3 At any point during the season Mars reserves the right to refuse or alter a team nomination, or to re-grade a team to ensure a viable and or fair competition.

2.3 Final Series

2.3.1 Finals will be conducted in each grade in a format as determined by Mars.

2.3.2 Finals format may differ between grades at the discretion of Mars.

3 Commencement of the Programs

3.1 Team Registration

3.1.1 Teams must register via the process as specified by Mars preferably online via the SportsTG system.

3.1.2 The Registration Fee applicable at the time of registration must be paid for the registration to be accepted

3.1.3 A Team entering late may have fewer options in regards to which grade they can enter based on time entering and space available.

3.1.4 Teams will receive communication from MARS at least 1 week prior to season commencement in regards to their first scheduled match and other important information.

3.2 Player Registration

3.2.1 All players must be a minimum of 15 years of age in order to participate in Senior Competitions. Proof of age must be shown upon request of a referee or staff member at any time during the season.

3.2.2 Players must be registered to their team before any games are played through the SportsTG system.

3.2.3 Players may only register to play for one team per grade, per season. (e.g. A player cannot play for two teams in the same grade or division on the same night)

- 3.2.4 It is the responsibility of the Team Contact to ensure that new players are registered to their team before the commencement of their first game.
- 3.2.5 Fill-in Players playing one-off games must record their name and contact details as specified on the score slip before taking the court.
- 3.2.6 Players from a higher grade wishing to be a fill-in Player in a lower grade on the same night must seek permission from the Court Supervisor.
- 3.2.7 To avoid a forfeit a Player wishing to fill-in for a team in the same grade or division must seek permission from the Court Supervisor.
- 3.2.8 At the discretion of Management, should an unregistered or fill-in player receive a penalty as per this participation guide, the rules of the sport or our Code of Conduct and it cannot be applied to them, the same penalty may be applied to the team contact.
- 3.2.9 For Juniors Afterschool Programs Schools must provide a complete list of player names prior to the season commencing. These Names can be added to and updated at any time throughout the season.

3.3 Team Contacts

- 3.3.1 All Teams must nominate two team contacts 18 Yrs. or Older. These people are the point of contact should any issues arise with the team.
- 3.3.2 Communication with the team contact may be in writing, in person, or via phone including text messaging.
- 3.3.3 The First Team Contact will automatically be the Court Captain for each match and are responsible for all individual and team behaviour and should be the only player communicating with officials throughout a match. In the Event a Team Captain is not present at a match another Player can be Nominated for this role and should see the referee at the start of the match.
- 3.3.4 Team Contacts are responsible for ensuring all Players are Playing under the correct registered name on the Courtside Application and the Fill-in process is adhered to or risk penalty. *See Player Behaviour 5.7.7 for penalty.*
- 3.3.5 Team Contact Duties Include;
 - Ensure All Players playing each Match are Registered to the team vis the SportsTG system*
 - Payment of Match Fees*
 - Before Match Begins All players participating in that Match must be selected on the iPad Stadium Scoring with the correct number associated to each player*
 - Ensuring that all of their players, team personnel & spectators are aware of the competition rules as outlined in this Team Participation Guide and the Code of Conduct including all Fill-in Players.*

3.4 Fixtures & Results

- 3.4.1 Fixtures and Results can be accessed via links on the centre's website; www.marssportingcomplex.com or via the Game Day application powered by SportsTG available on smartphones.
- 3.4.2 Senior Teams must be available to play at all time slots
 - Monday – Thursday; 6pm – 11.15pm
 - Sunday; 2pm – 8pm
- 3.4.3 Special requests regarding game times should be made in writing and submitted to Staff. Every attempt will be made to accommodate requests, however sometimes it may not be possible.
- 3.4.4 School teams must give at least 2 weeks notice of a cancellation due to a school function (e.g. camp) or a forfeit fine will be payable.

3.5 Fees & Payment Methods

Fees Schedule is as follow;

Juniors		Seniors	
Registration Fee	\$41.50	Early Bird Registration Fee	\$50.00
Weekly Game Fee	\$41.50	Registration Fee	\$85.00
'Notified' Forfeit Fee (>24hrs notice)	\$41.50	Game Fee	\$67.00
'Un-notified' Forfeit Fee (<24hrs notice)	\$83.00	'Notified' Forfeit Fee (>24hrs notice)	\$102.00
		'Un-notified' Forfeit Fee (<24hrs notice)	\$134.00

- 3.5.1 Teams may pay fees over the counter via cash or EFTPOS or via requesting an invoice for Electronic Funds Transfer.
- 3.5.2 Mars reserves the right to remove any non-financial teams from any competition at any time.
- 3.5.3 Teams may opt to pay for the season upfront by Rnd 1 of the competition to receive a discounted per game fee as specified by Mars at the time of Registration.

- 3.5.4 If any started match is called off due to unforeseen circumstances before Half Time the Full Game Fee will be refunded or Credited to all teams involved.
- 3.5.5 If any started match is called off due to unforeseen circumstances after Half Time no refund of match fees is provided.

3.6 Match Durations and Format

3.6.1 Timing regulations are as follows;

Program	Periods/ Length	Time Outs	Timing	Last 2-3 Mins of Game	Breaks	Minor Rnd Overtime?	Finals
Junior Basketball	16 minute Halves	2 timeouts per half	Running Clock	No time outs are permitted in the last two minutes of either half.	2 mins	No	1 extra period of five minutes Teams shooting in the same direction as in the second half of the match. One time-out per team is permitted. All personal and team fouls stand as per the score sheet or Courtside App. If scores are still drawn at the end of the extra period, matches shall be declared a draw.
Senior Basketball	20 minute Halves	2 timeouts per half No Timeout in the last 2 minutes of first Half.	Running Clock	If score is within 6 points Clock stops for timeouts in the last 3 mins of 2 nd Half.	2 mins	No	1 extra period of five minutes Teams shooting in the same direction as in the second half of the match. One time-out per team is permitted. Clock Stops during Timeouts. All personal and team fouls stand as per the score sheet or Courtside App. A second extra period of 5 minutes if required. If scores are still drawn after 2 overtime periods, a 'sudden death' play-off will occur, with the first team to lead by 4 points declared the winner. (During this period all team foul penalties still apply, no time-outs permitted).
Junior Netball	8 Minute Quarters	-	Running Clock	-	1,2,1	No	1 extra period of Three minutes Teams shooting in the same direction as in the period of the match. Substitution and positional changes allowed at the start of the extra period If scores are still drawn at the end of the extra period, matches shall be declared a draw
Senior Netball	10 minute Quarters		Running Clock	-	1,2,1 mins	No	An extra period of five minutes each way (10 minutes in Total) Teams shoot in the same direction as in the last period of the match. Substitution and positional changes allowed at the start of the extra period, but not when changing ends If scores are still drawn Teams shall play 'sudden death' until one team has a 2 goal lead, shooting in the same direction as in the last half of overtime. Play does not stop before "sudden death", it is simply continued from the point of possession when the siren sounded at the end of extra time.

4 Starting a game

ALL GAME FEES MUST BE PAID BEFORE A MATCH CAN COMMENCE

4.1 Recording Names

- 4.1.1 All Players must have their name and number selected on the courtside application before the start of play.
- 4.1.2 All Fill-in Player must have their name and Details as required recorded on the scoring slip before the start of play.
- 4.1.3 Any Player entering the game late must ensure their name and number is on the courtside application or scoring slip as a fill-in before entering the game.

4.2 Minimum number of players to start

- 4.2.1 For Basketball the following will apply;
 - A team must have a minimum of 3 players to start the game. However, if the 4th player hasn't arrived by the 10 minute mark they will then forfeit the match.
 - A team will give away 1 points per minute for every minute they do not have the required number of players to start the Match from the scheduled Start time.
 - In mixed games there must be no more than three male or three female players on the court to start the match and at any time for each team during the game.
- 4.2.2 For Netball the following will apply;
 - Teams can start a Match with a minimum of five Players
 - Mixed Teams must have one male on court for the game to start and at least one (1) male on court for the duration of the match
 - Should a Team not be able to field a minimum of five players, five minutes after the clock starts, that Team shall be deemed to have Forfeited the Match

4.3 The Game Ball

- 4.3.1 Ball sizes and Ring Heights:
 - Seniors (Men & Mixed MARS): Size 7 ball and 3.0 metre (10 feet) high rings.
 - Seniors (Women): Size 6 ball and 3.0 metre (10 feet) high rings.
 - After School Basketball – Years 4&5 and Year 6&7: Size 6 ball and 3.0 metre (10 feet) high rings.
 - After School Basketball – Years 1&2 & 2&3: Size 5 ball and 2.4 metre (8 feet) rings.
 - Senior Netball: Size 5 ball and 3.0 metre (10 feet) high rings
 - After School Netball – Years 1,2 & 3: Size 5 ball and 2.4 metre (8 feet) high rings
 - After School Netball – Years 4,5 & 6: Size 5 ball and 3.0 metre (10 feet) high rings
- Mars will provide a match ball for each game.

4.4 Uniform Regulations

Basketball

- 4.4.1 Junior and Senior Basketball Teams must wear numbered tops of a uniform colour and players must wear shorts (without pockets), skirts or leggings.
- 4.4.2 A maximum of two players per team can play without numbers. These numbers are '0 and 00'

Netball

- 4.4.3 Netball Teams must wear tops of a uniform Colour and Players must wear short, skirts or leggings.
- 4.4.4 Each team must have their own or hire a set of positional bibs for each match.

General

- 4.4.5 All Players must wear non-marking, appropriate sporting footwear.
- 4.4.6 Players are not permitted under any circumstances to take the court with pockets, belt, belt holes or buckles.
- 4.4.7 Management reserve the right to exclude players wearing hazardous clothing, footwear or accessories. Players may request, in writing, an exemption from the uniform policy, e.g. on the grounds of medical or religious requirements.

4.5 Uniform Hire

Due to new Covid19 procedures any uniforms hired will be provided to teams in a plastic bag or container, teams must return the whole set of uniforms post game inside the plastic bag or container so staff do not have to handle worn uniforms.

- 4.5.1 Management reserves the right to request a Players license or car keys to ensure full return of undamaged uniforms.
- 4.5.2 NO INDIVIDUAL BIBS WILL BE HANDED OUT ANY ANYTIME.
- 4.5.3 Teams will be required to hire an alternate set of singlets if a player is out of uniform and the whole team will be required to wear the hired set to ensure all players are in the same uniform. A charge of \$5 per set of singlets will be charged.
- 4.5.4 Teams are encouraged to have spare singlets in the case of needing a fill-in to limit the need to hire singlets/bibs.
- 4.5.5 For Netball, Positional Bibs sets can be hired for \$5 per set per week or new sets can be purchased for \$50.

4.6 Clash of Uniforms

- 4.6.1 When two teams are playing in similar colours the centre will supply an alternate sets of singlets at no cost for the second named team.

5 Playing the game

5.1 Rules of the Game

- 5.1.1 All Mars sanctioned games shall be played and refereed under the Official Basketball Rules as published by FIBA and updated from time to time. Additionally, the alterations below modify the rules for Mars Programs to ensure they are age appropriate.
- 5.1.2 Modifications to Official Basketball Rules for Junior Afterschool Programs are as follows
Mercy Rules – Applies to all After School Programs
 - *When a team is ten or more points ahead they must go back inside their defensive half until the ball has crossed the half way line.*
 - *When a team is twenty or more points ahead they must go back inside their defensive three point area and wait until the ball has crossed the three point line.*
- 5.1.3 Mixed Basketball Rules are as follows;
 - 1. In mixed games there must be no more than three male or three female players on the court at any time for each team during the game.
 - 2. When a male is guarding a female who is attempting to shoot, to be legal the male shall
 - Have both feet on the floor
 - Shall be standing upright
 - If the arm is extended, it shall be straight up and the hand (palm and fingers) must be straight up
 - Any deliberate attempt by a male Players to block a female Player in the process of shooting will result in 2 points being awarded.
- 5.1.4 Mixed Netball (Seniors) Rules are as follows
 - 1. In mixed games teams must have a minimum of one (1) males and a maximum of three (3) males on the court at any one time.
 - 2. In mixed Games there can be a maximum of three (3) males on court and they must line up in different thirds of the court at the centre pass. E.g. Attacking – GA or GS, Midcourt – WD, C, WA, Defending – GD or GK.

5.2 Officials

- 5.2.1 As far as possible, Mars will appoint two referees/umpires to all senior games.
- 5.2.2 Where, for whatever reason, two referees are not available for a game, the game shall proceed with one referee.
- 5.2.3 It is the Referee's responsibility to;
- Ensure that games start on time
 - Both teams are paid before the commencement of the game
 - At all times ensure a Duty of Care, including but not limited to teams adhering to the uniform policy
 - Complete in full any incident or match reports are completed in full
 - Ensure each Team Contact has player names and numbers on the system correctly
 - Ensure teams are sitting on the allocated 'Players Bench'
 - Ensure each team as an allocated Court Captain
 - Ensure any fill-in Players have completed their details on the score slip provided.
 - At Half Time the Referee's must record the half time score on the score slip provided.
 - At the Conclusion of the game complete the score slip provided with the full time score and any other details required by Mars from the match. → Such as; Technical fouls, Unsportsmanlike fouls.
 - Ensure required paperwork is completed for any reportable incidents
 - Ensuring players are not playing with chewing gum during a game

5.3 Scorers

- 5.3.1 Each team must provide a competent scorer for their match
- 5.3.2 In senior games where neither team has provided a scorer, each team shall surrender a Player to the score-bench. This player may be rotated.

5.4 Stadium Scoring

- 5.4.1 The Scoresheet or Courtside Scoring Application is the only true record of the Match
- 5.4.2 For any discrepancies or disputes in regards to the Score, the courtside scoring application is the only true record of the match and will always stand.
- 5.4.3 All Basketball matches will be scored using the SportsTG Courtside Scoring Application on iPads.
- 5.4.4 All Netball matches will be scored using the chosen scoresheet or SportsTG live scoring system.

5.5 Finals Eligibility

- 5.5.1 To qualify for finals, a player must have played at least 5 minor round matches as a registered player. A player is deemed to be registered from the date they complete the players registration online via the SportsTG system.
- 5.5.2 Matches played before the date of registration will not count towards finals eligibility, this includes any matches a player plays as a "fill-in" within the stadium scoring system.
- 5.5.3 A team that is found to have an ineligible or unregistered player take the court in finals will immediately forfeit their finals match.
- 5.5.4 Matches not played due to weather cancellations or opposition forfeits may be used to reach 5 matches, in these cases players must have played at least 3 minor round matches and will be approved by centre management.

5.6 Game Intervention

- 5.6.1 The Match Officials or Program Staff may stop a match (temporarily or indefinitely) due to an extraordinary circumstance that may be deemed an emergency. This may include but is not limited to failure of equipment or facilities, a seriously injured Player, or any other reason deemed necessary by the officiating Umpires.
- 5.6.2 Should a Match be called off by Mars for any reason, the following procedures will be followed;
- a) Match called off before half time – draw
 - b) Match called off after half time – current result stands
 - c) Match abandoned prior to commencement of the match will result in a 10 all draw
 - d) Where a complete round is not played all matches will result in a washout (0-0 result)

5.7 Player Behaviour

- 5.7.1 For Senior Basketball the allocated referee's will manage on court behaviours in line with the Centre Player Code of Conduct.
- 5.7.2 For Senior Basketball – Sin Bin (5 minutes of playing time)
Any player who receives a Technical Foul will be 'Sin-Binned' for a total of 5 minutes of playing time. Timeouts, half time are not considered playing time.
- 5.7.3 For Senior Netball the Umpires will manage player on court behaviour in line with the 'INF Rules of Netball 13.1 Actions that may be taken by an umpire' as outlined below;

13.1 ACTIONS THAT MAY BE TAKEN BY UMPIRES

(i) To manage a match the umpires may, in addition to the normal sanction, use any of the following actions:

(a) Caution a player: a player is advised that the behaviour specified must change.

(b) Issue a warning to a player: a player is warned that suspension will follow if the player continues to infringe the foul play rule.

(c) Suspend a player: a player who is suspended takes no part in play for 2 minutes playing time.

(d) Order a player off: a player who is ordered off takes no further part in the match.

(ii) Normally an umpire will work through these actions in the order indicated unless an offence is serious enough to require a higher level of Game Management to be applied immediately.

(iii) A decision to give a caution, a warning, to suspend a player or order a player off will be considered to have been made jointly by both umpires and is binding on the co-umpire.

- 5.7.4 For both Senior Netball and Senior Basketball an Automatic 1 week suspension will apply to any player who receives a combination of 2 Technical Fouls or Unsportsmanlike Fouls or a disqualifying Foul for Basketball or gets Ordered Off for Netball.
- 5.7.5 An Automatic 1 week suspension results in 7 Days of No Playing, Coaching or Scoring in any Mars run Program.
- 5.7.6 Players have 1 minute to collect their belongings and leave the playing area or the game will be abandoned.
- 5.7.7 If a Player who receives an automatic suspension was playing the match under another Players Name on the iPad Scoring the automatic 1 week suspension will apply to the Named Player, The Team contact and the Fill-In Player.
- 5.7.8 All Player Suspensions including automatic suspensions will be communicated by Mars to the first Team Contact.
- 5.7.9 Should a Player receive a combination of ANY 2 of the following; Technical Fouls or Unsportsmanlike Foul for Basketball or be Order Off For Netball and their behaviour require further investigation the incident can be reported to Mars by the Game officials or Court Supervisor.

6 Withdrawals, Forfeits, Disqualifications

6.1 Withdrawing

- 6.1.1 A Forfeit fee will apply to any Team withdrawing from the Competition who cannot play their next scheduled Match.
- 6.1.2 In the case of a Team withdrawing from the Competition the fixtures will be redeveloped and communicated to affected programs.

6.2 Forfeiting

- 6.2.1 Any Team forfeiting their match must notify Mars by phoning the centre.
- 6.2.2 A forfeit shall be declared if a team does not have the minimum number of players to commence the game (refer to section 4.2) in attendance by 10 minutes after the scheduled start time.
- 6.2.3 If a team forfeits then a fine will be imposed as per the fee schedule Section 3.6.
- 6.2.4 Forfeits Fees will be invoiced and sent to the team contact with payment details and terms.
- 6.2.5 The result for the forfeit shall be 10 – 0 (Netball & Junior Basketball) and 20-0 (Basketball).

6.3 Disqualification (Individuals and/or Teams)

- 6.3.1 Mars Sports Centre will not tolerate inappropriate behaviour by individuals or teams whereby it is found that the individual and/or team has breached the centres Codes of Conduct or has brought the Game into Disrepute.
- 6.3.2 If an individual and/or team have been found guilty of any such offence, and is deemed necessary by Management, the individual/s and or teams may be suspended for a specific period (weeks).
- 6.3.3 Any member or members found to have played whilst suspended will be automatically charged with 'Playing while Suspended' which results in an automatic 5 week Additional Suspension.

7 Injuries, Health and Safety

7.1 Chewing Gum

7.1.1 Players are not allowed chewing gum on the court or during games

7.2 Blood Rule

7.2.1 During the match, should a player bleed, they must inform the official and leave the court immediately and will not be able to continue to play until:

1. All bleeding is stopped
2. Blood is removed from person
3. The wound is securely covered
4. Clothing with blood on it has been replaced

7.2.2 If a singlet or T-shirt has been changed, then a different number/colour for that player is acceptable, providing the officials and scorers are informed before that player returns to the court.

7.2.3 Program Staff must be informed of any blood on the court and/or the ball so that the correct clean-up procedure can be followed before play can continue. Time will be held if Program Staff need to clean up blood on the court or the ball.

7.2.4 Teams and Officials should not attempt the clean-up themselves.

7.3 First Aid

7.3.1 Each team is responsible for their own First Aid.

7.3.2 Basic first aid supplies (band-aids and ice only) are available from the office.

7.3.3 Staff are trained in First Aid and will help if required. If staff are required to perform First Aid, further supplies may be supplied and used.

7.3.4 Staff are required to complete injury/incident report forms when first aid assistance is required.

7.3.5 During the match, should a referee or staff member formed the opinion that a player has become unconscious (even momentarily) or incurred a serious head or bodily injury then the match will be stopped. The match will not re-start until the player has been escorted by a team representative to seek appropriate medical advice. Should this requirement of an escort cause a team to drop below the minimum required number of players, the game shall be recorded as a "bye" for both teams.

7.3.6 Ambulance costs and any other medical costs are the responsibility of the injured player

7.4 Insurance

7.4.1 Mars Sports Centre is covered by Public Liability Insurance.

7.4.2 Players are not covered for any Individual Injury Insurance. Players take the court at their own risk.

7.5 Jewellery

7.5.1 The removal of ALL facial piercings is a requirement.

7.5.2 No player/s is permitted to cover facial piercings.

7.5.3 All body piercings must be removed or completely taped.

7.5.4 Ear stretching holes must be covered with sports tape (not band aids) and the 'ear stretcher' must be removed.

7.5.5 Players electing to play with long fingernails must cover them by wearing sports gloves which have been approved by Program staff.

7.6 Medical

7.6.1 Medic Alert bracelets or items of religious significance that cannot be removed must be covered by a sweat band or sports tape to prevent injury to the wearer and/or other players on the court. The referee/umpire must be advised of any players wearing medic alert items prior to the commencement of the game.

7.6.2 The referee/umpire must be advised of any players wearing medic alert items prior to the commencement of the game

7.7 Photography Policy

7.7.1 Mars recognises that there are many legitimate reasons why still and video photography at sport is very common and does not wish to restrict or curb that photography.

Accordingly, the following will apply:

1. It should be acceptable for parents and close relatives to take photographs or video of games
2. As a requirement, the coach or manager of the opposition team must be notified of the intent to photograph or video the game.
3. Should any person take objection to the photographing or videoing, then this must cease immediately for the duration of that game
4. Taking of photographs or videos is NOT permitted in the change rooms or toilet areas.
5. Management reserves the right to prevent any person from taking photography or filming on its premises.

7.7.2 If unsure please check with Management before taking any photos or videos

7.7.3 At various times throughout the season, Management may take team and action photos or video for use in our marketing, social media and website. Should your team not wish to be photographed please notify Management in writing.

8 Conduct, Reports and Tribunals

8.1 Codes of conduct

- 8.1.1 All persons who take part in or observe Mars Programs, be they players, coaches, officials or spectators, must adhere to the Mars Code of Conduct, as well all Program rules and guidelines set out in this Participation Guide.
- 8.1.2 Codes of Conduct are displayed publicly and downloadable from the Mars website. A paper copy can be obtained from Program Staff.

8.2 Reporting Process

Management reserves the right to restrict or remove players and spectators from the Facility.

- 8.2.1 Players or spectators who are in breach of the Centres Code of Conduct and/or Bring the game into Disrepute, may be directed by an official or member of staff to leave the Facility immediately. If requested to leave the stadium by an official or staff member the player shall do so within one (1) minute. Failure to do so shall result in the game being abandoned. If the match is abandoned the offending person will be suspended for a minimum of three (3) scheduled matches.
- 8.2.2 Officials or staff members may call the match abandoned if:
1. players or spectators from either team refuse to leave the court or stadium when requested to do so
 2. the game is being played in an unacceptably rough or unsportsmanlike manner by one or both teams.
- 8.2.3 Players, team officials and spectators may be reported by any stadium official (referee/umpire) or Programs Staff member for any form of misconduct.
- 8.2.4 Upon receiving the report, Management will conduct an investigation. In the first instance, based on the information received from the investigation, Management has the ability to suspend a player or players on various charges. The outcome, will be communicated to the team contact(s).
- 8.2.5 If the reported offender wishes to Appeal the outcome of this investigation, they must place this appeal in writing to Centre Management within 48 hours of the outcome being communicated from Management.
- 8.2.6 The appeal will be heard by the Tribunal Panel and their decision will be final.

8.3 Tribunals

- 8.3.1 If Management decides the matter should be sent directly to a tribunal or a member/s has appealed Management's decision, the team contact will be notified of the date, time and place of the Tribunal hearing in writing.
- 8.3.2 If requested, the reported Player/Official will be provided with a copy of the "Tribunal Procedure" rules.
- 8.3.3 Reported Players/Officials who fail to attend scheduled Tribunal Hearing will have the case heard. Based on the evidence, charges will/will not be charged in accordance with the tribunal process.