

PLAYER ADVICE NOTE

Who can attend

Tribunal members, Assoc. Secretary, reporting umpire(s), player(s) reported, player(s) representative and witness's. No other people are permitted to attend unless specifically allowed by the Tribunal.

Players Rights

To be informed of the charge(s) or breach(s) of rules.

To be provided with copies of reports or evidence received by the Association relating to reported incident. Details have been provided to your club, please contact them for all material relating to your hearing.

To be given a chance to defend yourself.

To use a player representative to lead you at your hearing.

You may call any member of the Association as a witness.

You have the right to defend yourself or have a "right of reply" in relation to any evidence received at the hearing.

You have the right to an appeal, as set out in Association by-laws.

Tribunal Procedure (guidelines only)

Chairman to convene hearing

All witness's will be asked to leave room.

Charge(s)/Breach of rules to be read

Player asked for plea

Umpire(s)/Club(s) report to be tabled and read aloud

Witness's called and further testimony received

Player/Player representative given opportunity to start a defence

May call witness's or question umpire(s) etc

Final submission called for

Tribunal deliberation

Tribunal decision delivered.

NOTE:

Hearing may be closed depending upon circumstances.

If you choose to use a player representative then all questions should be directed through them.

Tribunal may ask questions of any member attending a hearing and may independently call any member of the Association to give supporting evidence.

Conduct

All people appearing before a tribunal/appeals hearing will;

Conduct themselves politely and with dignity at all times

Respect all others who attend

Respect the Tribunal procedures

Obey any directions from the chairperson

There will be no yelling, threats, intimidation violence or arguments.

Anyone not conducting themselves in accordance with the chairpersons wish's will be asked to leave.