**KNA – PENALTIES FOR FAILURE TO COMPLETE UMPIRING COMMITTMENTS**

The KNA By-Laws provide that:

***15. UMPIRES***

1. *Umpires must attend to their commitments. SEE FINES (ii)*
2. *A Club must provide one (1) suitably qualified umpire for every competition team*

*registered.*

1. *Each club must supply stand-by umpires. SEE FINES (ii)*

***22. FINES***

1. *Failure to comply:*

*(ii) Umpiring duty - $50*

1. *Fines must be paid on or before the next day of play.*
2. *Clubs, teams or players who do not pay fines as directed by Council shall be declared non-financial members of the Association and be disqualified from all Associations in NSW until such fines are paid.*

The above By-Laws will be implemented as set out in this Procedure.

1. The Umpires Committee will keep a record of:
   1. all umpires who fail to sign off for an umpiring commitment (being either a game or standby allocation); or
   2. all umpires who notified their Club Convenor after 8pm on a Friday without good cause that they are unavailable to umpire the next day (as advised by the relevant Club Convenor) and the Club Convenor is unable to replace that umpire,

(“**Umpire No Shows**”).

1. At the end of each day’s play, the Umpires Committee will send to Club Convenors the then current list of Umpire No Shows.
2. Club Convenors are to review the updated list and provide the Umpires Committee with any reasons for the Umpire No Show relevant to their club that they wish to be taken into account or any other objections to the inclusion of umpires on the list by COB on the Friday following issue of the list.
3. Following discussion with the Club Convenors (as necessary), the Umpires Committee will issue the final list following the next day’s play.
4. If an umpire is an Umpire No Show for two days in a season, the relevant Club Convenor will be emailed separately and advised of the intention to issue a fine. The fine will be $50 in total.
5. Fines will be issued to Clubs.
6. On the issue of a fine, the relevant umpire’s record shall be reset to zero.