

COMPETITION STRUCTURE POLICY

Adopted by Newcastle Netball Executive Committee on
01 January 2016



<i>Updated</i>	<i>Comments</i>
26 October 2016	
15 April 2020	

NEWCASTLE NETBALL ASSOCIATION COMPETITION STRUCTURE GUIDELINE

1. PRE COMPETITION PROCESS	4
a) Definitions relating to Newcastle Primary Competition Grades	
b) Registration	
c) Grading	
d) Grading Appeals	
2. COMPETITION POINTS	6
a) Primary Competition	
b) Meetings	
3. COMMENCEMENT OF COMPETITION MATCHES	6
4. DEFERRED MATCHES	7
5. FINES/PENALTIES	7
a) Failure to umpire	
a) Breach of Membership	
b) Non-compliance with Scoresheet completion procedure	
c) Carnival fine	
6. GAMES AFFECTED DUE TO WEATHER CONDITIONS	8
7. NET SET GO/SUB JUNIORS	8
8. BORROWED PLAYERS	9
9. CONCLUSION OF PRIMARY COMPETITION	9
10. FINAL SERIES	10
a) Semi Finals	
b) Finals	
c) Grand Finals	
11. CLUB UNIFORMS	11
12. UMPIRES	11
13. SCORESHEETS	14
14. FORFEITS	15

**NEWCASTLE NETBALL ASSOCIATION
COMPETITION STRUCTURE GUIDELINE**

15. ASSOCIATED FORFEITS	15
16. CARNIVALS	16
17. USE OF COURTS	16
18. LOST PROPERTY	17
19. SPECTATORS	17

1. PRE COMPETITION PROCESS

a. REGISTRATION

- 1) No team will be accepted for registration with fewer than seven (7) players listed.
- 2) Applicable fees must be paid upon registration.
- 3) Fees to be determined annually.
- 4) On all playing days registrations will be taken from 8:30am to 3:30pm.
- 5) Players must be registered before they take the court.
- 6) Fines and loss of points apply if an unregistered player takes the court.
- 7) Refund of Individual Membership Fees: please refer to Netball NSW Affiliation and Membership Policy – page 8, '7. Refund of Individual Membership Fees 7.01 to 7.10.'

b. DEFINITIONS RELATING TO NEWCASTLE PRIMARY COMPETITION GRADES

- 1) Players may only be registered in one team during the year of play.
- 2) Players are permitted to register or play in any grade above their age group.
- 3) Players are not permitted to register or play in any grade below their age group.
- 4) Players with a Disability are deemed to be any person who holds a valid concession card for a disability pension or other relevant documentation regardless of age.
- 5) **Net-Set-Go Skill** players are deemed to be those players who are generally aged 5 or 6 years of age in the year of play or new to the sport of netball.
- 6) Sub-Junior players are deemed to be those players who have turned 7, 8 or 9 years of age in the year of play.
- 7) Junior players are deemed to be those players who have turned 10, 11 or 12 years of age in the year of play.

- 8) Intermediate players are deemed to be those players who have turned 13, 14 or 15 years of age in the year of play.
- 9) Cadet players are deemed to be those players who have turned 16 or 17 years of age in the year of play.
- 10) 21 Grade players are deemed to be those players who have turned 21 years of age or under in the year of play.
- 11) 23 Grade players are deemed to be those players who have turned 23 years of age or under in the year of play.
- 12) Senior players are deemed to be those players of open age.
- 13) Other competitions may be arranged as required.
- 14) Conditions of Player Transfer
 - a) Permission to transfer will only be granted under exceptional circumstances.
 - b) Transfer will be considered if fewer than three games have been played and only once per season per player,
 - c) A payment of \$5.00 administrative fee to be submitted with completed Player Transfer form (refer to Annexures).
 - d) A player may only transfer in the same grade or higher.
 - e) Transfer form to be signed by an official of the registered club releasing the player.
 - f) Notification of approval will be given within 5 days of receipt of Player Transfer Request form and payment of said administrative fee.
 - g) No transfers will be accepted after Game 7.

c. GRADING

Refer to procedures and further information in Grading Policy.

d. GRADING APPEALS

Refer to procedure in the Grading Appeals Policy.

2. COMPETITION POINTS

a. PRIMARY COMPETITION

Three (3) points received for a win
Three (3) points received for receiving a forfeit
Two (2) points received for a draw
One (1) point received for a loss
Zero (0) point received for forfeiting a match
Zero (0) points received for a bye

b. MEETINGS

One (1) point received for Senior, 23s and 21s teams for attending general and special meetings in their entirety. The team representative attending meetings must be aged 18 years and over and a registered member of Newcastle Netball Association.

3. COMMENCEMENT OF COMPETITION MATCHES

- a. Play must commence at the time set down in the fixtures and will commence and finish on the blow of the umpire's whistle on the sound of the chimes/bell.
- b. A team must commence a match with at least five (5) players. If the opposing team fails to field at least five (5) players within two (2) minutes of commencement of the game from the sound of the chimes/bell the game will be deemed a forfeit. An official from each team shall be responsible for timing this period.
- c. Should neither team be able to field at least five (5) players within two (2) minutes of commencement of the game from the sound of the chimes/bell, the game shall be declared a double forfeit.
- d. Players may not take the court unless attired in approved uniform or unless permission slip is obtained from Association prior to playing out of registered uniform.
- e. Time taken for injury will not be added to the game.

4. DEFERRED MATCHES

- a. Deferred matches will only be granted to teams who have players, umpires or officials involved in Australian, Netball New South Wales or Newcastle Netball Association representative fixtures.
- b. Games to be played at the direction of the Fixtures Convenor.
- c. Completion of Request to Defer a Match form to be submitted to Fixtures Convenor fourteen (14) days prior to scheduled match.
- d. Exceptional circumstances will be considered.

5. FINES / PENALTIES

Teams incurring fines will not be permitted to play until such fine is paid.

- **Failure to umpire**

- (i) infringement per team **\$30.00** per umpire per match (and loss of points)
- (ii) Final round game **\$60.00** per umpire per match (and loss of points)
- (iii) Failure to umpire three (3) consecutive allocated competition umpiring duties, team may be withdrawn from the competition.
- (iv) When one or two umpires are allocated to a game and one or both are relieved but fail to return to the office for reallocation, penalties may apply. Refer to above for relevant fine.
- (vi) Fines must be paid at the office prior to next game. Failure to do so will mean that the team is unfinancial and unable to play netball until such outstanding fine is paid.

- **Breach of Membership**

- (i) Unregistered Member: **\$50.00** per match. The match will be awarded to the opposing team with the offending team not receiving points for the game.
- (ii) Player playing in a team with which the player is not registered and contrary to the Grade Borrowing Guidelines of the Borrowed Player Policy: **\$50.00** per match. The match will be awarded to the opposing team with the offending team not receiving points for the game.
- (iii) The provision of misleading information will warrant a fine: **\$100.00**

- **Non-compliance with Scoresheet completion procedure**

Penalty for failure to record at least five positions per quarter – **no points or goals to be recorded by the infringing team**. If the infringing team wins the match, the result is not awarded to the opposing team. Where both teams default, no points or goals will be awarded to either team.

- **Carnival Fine**

Failure to attend carnival after lodgement of entry form with host Association as per Netball NSW ruling will incur fine: **\$50.00**

- **Court usage**

Use of courts and lights without permission will incur fine: **\$200.00**

6. GAMES AFFECTED DUE TO ADVERSE WEATHER CONDITIONS

Refer to Adverse Weather Conditions policy.

7. NETSETGO / SUB JUNIORS

- a. *NetSetGo!* Is Netball Australia's junior netball program developed to provide young children with the best possible learning and playing experience to develop a positive introduction to netball, ensuring enjoyment and continued participation. It incorporates skill activities and minor games in a fun and safe environment.

Sessions are structured with fun games, and activities are aimed at learning and developing movement (run, jump, etc), hand/eye coordination (catch/throw), and coordination (balance spatial awareness etc).

Newcastle Netball Association runs this *NetSetGo!* Skills Program for 5-6 year olds and players new to netball.

- b. SUB JUNIOR RULES: 7, 8 AND 9 YEAR OLDS

All players are to be coached in accordance with the standard rules of netball, including Netball Australia rules regarding the substitution, rotation and playing requirements of sub junior players.

The Standard Rules of Netball shall only be adjusted for all games as follows:-

NEWCASTLE NETBALL ASSOCIATION COMPETITION STRUCTURE GUIDELINE

- 7 & 8 years groups shall use a size 4 netball – 9 year olds shall use a size 5 netball.
- A team may interchange players at $\frac{1}{4}$ time, $\frac{1}{2}$ time and $\frac{3}{4}$ time intervals. Coaches should ensure that each player plays at least two (2) quarters.
- All games are 'Umpire your Own' and each team shall supply a COMPETENT UMPIRE, (who is not the Coach), and who should where possible, be the same person each week to provide a measure of consistency.
- UMPIRES should use;
Simple language and explain decisions with minimal disruption to play
Adopt an encouraging and pleasant manner to ensure an open and free-flowing game, particularly in the setting up of penalties and throw-ins.
- There are NO POINT SCORES for Sub-Junior Rules groups.
- NO FINAL MATCHES will be played.
- NO TROPHIES will be awarded, however each player in every team will receive a memento of participation at the conclusion of the final game.
- Scoresheets used for 8 and 9 year olds will be kept for grading purposes for the following year.

8. BORROWED PLAYERS

Refer to Borrowed Players Policy.

9. CONCLUSION OF PRIMARY COMPETITION

- a. Teams taking part in the end of season matches will be determined by position on the pointscore ladder at the completion of the rounds.
- b. Where two (2) or more teams finish on equal points after the final round of matches, positions for Semi Finals have been determined on the basis of their respective goal averages.
- c. As per Netball NSW recommended procedure, the goal average for each team shall be decided as follows:

Total number of goals scored by the team divided by the number of goals scored against the teams, multiplied by 100, divided by the actual number of matches played by the team ie.

Goals scored _____ x 100 4 matches played (*)

NEWCASTLE NETBALL ASSOCIATION COMPETITION STRUCTURE GUIDELINE

Goals scored against

* The number of matches actually played includes a match a team has forfeited, but does not include a match where a team has received a forfeit.

- d. If goal averages are equal, a play-off may be required. In the event that the game may be drawn at full-time the following will apply:
 - (i) a toss for goal end or centre pass, and after an interval of two (2) minutes, play an additional two (2) periods of five (5) minutes each with a two (2) minute break between periods. If scores are still even at the completion of the additional periods of play, play continues until one team has scored a two (2) goal advantage and that extra time will be timed independently

10. FINAL SERIES

Player eligibility to participation in final series:

- a. All players must play in at least three competition matches with the relevant team within the season to be eligible to participate in semi finals, finals and grand finals. Any player found to be ineligible to take part in the final series will not be permitted to take any further part in the final series.
- b. Competition match is classed as a match that is played in full or abandoned at/after half time under the Adverse Weather Conditions policy.
- c. A forfeit match is not classed as a competition match and will not be counted towards eligibility for players in either team.
- d. Any team found playing an ineligible player in the final series will be considered to have lost that match in which the ineligible player has taken part.

Semis

Semi-Finalists will be drawn as follows:

- a. Major semi-final shall be played by the teams finishing first (1st) and second (2nd) on the final pointscore ladder.
- b. Minor semi-final shall be played by the teams finishing third (3rd) and fourth (4th) on the final pointscore ladder.

- c. When goal scores are even at full time - toss for goal end or centre pass, and after an interval of two (2) minutes, play an additional two (2) periods of five (5) minutes each with a two (2) minute break between periods. If scores are still even at the completion of the additional periods of play, play continues until one team has scored a two (2) goal advantage and that extra time will be timed independently.

Finals

Finalists shall be drawn as follows:

- a. Loser of major semi-final to play winner of minor semi-final.
- b. When goal scores are even at full time - toss for goal end or centre pass, and after an interval of two (2) minutes, play an additional two (2) periods of five (5) minutes each with a two (2) minute break between periods. If scores are still even at the completion of the additional periods of play, play continues until one team has scored a two (2) goal advantage and that extra time will be timed independently.

Grand finals

Grand Finalists shall be drawn as follows:

- a. Winner of major semi-final to play winner of final
- b. When goal scores are even at full time - toss for goal end or centre pass, and after an interval of two (2) minutes, play an additional two (2) periods of five (5) minutes each with a two (2) minute break between periods. If scores are still even at the completion of the additional periods of play, play continues until one team has scored a two (2) goal advantage and that extra time will be timed independently.

11. CLUB UNIFORMS

- a. Players in competition matches shall wear the uniform of their club. Clubs, upon affiliation, shall register the uniform to be worn.
- b. All players must wear regulation position patches at all times which must be fully visible to the umpires for the duration of the match.
- c. Boyleg/scungies must be the colour of the playing dress or skirt, or black and shall not be transparent. If bike pants/tights are to be worn they must be black.
- d. Persons who are required to wear specific attire due to their cultural background are permitted to wear such garments upon notification prior to competition commencement.
- e. School teams in the competition are permitted to wear their regulation sport uniform.

- f. Players may not take the court unless attired in approved uniform or unless permission slip is obtained from Association prior to playing out of registered uniform.
- g. Suitable footwear must be worn.
- h. Positional patches must be visible at all times

12. UMPIRES

- a. Inappropriate behaviour and disrespect directed to any umpire will not be tolerated.
- b. Any abuse must be reported to the Umpires Office as soon as possible.
- c. No official match shall be played without umpires.
- d. Each team shall provide two (2) umpires who shall umpire in accordance with the official rules of netball and officiate on games as set down in the fixtures by the Association.
- e. Umpires shall start and finish matches and quarters by blowing their whistles on the sound of the official chime/bell.
- f. Time taken for injury will not be added to the game.
- g. Failure to supply two umpires on three (3) consecutive allocated competition games will automatically disqualify such teams from playing in any competition matches in the current season.
- h. If an allocated umpire is relieved and fails to return to the Office to sign Relieved Umpires Book, penalties will apply.
- i. Disciplinary Progression

<p>CAUTION</p> <p>STEP 1</p> <p>A player is advised that the specified behaviour must change</p>	<p>OFFICIAL WARNING</p> <p>STEP 2</p> <p>A player is warned that a suspension will follow if the behaviour specified continues</p>
<p>SUSPENSION</p> <p>STEP 3</p> <p>At NNA, the length of a suspension will be 2 centres. The suspended player should stand near the scorers</p>	<p>ORDER OFF</p> <p>STEP 4</p> <p>The player may take no further part in the game and the position is left vacant</p>

Refer to further procedure in the Umpires Policy.

Tips for Team Umpires:

1. Arrive at court ten (10) minutes prior to game time.
2. When umpires arrive at the court and there are not teams, they are to report to the nearest office and sign the Umpiring Book
3. Check that finger nails are cut short or suitably taped and that no jewellery is worn. A wedding ring – MUST BE TAPED / 'Medical Alert Bracelet or Necklace' – MUST BE SECURED SAFELY.
4. Hairstyles MUST NOT be deemed as dangerous to opponents.
5. Minimum of five players to commence the game or on court at any time.
6. Team umpires are to be dressed in registered team or club uniform or full track suit. Alternatively they may be dressed in all white.
7. If issued with a Relieved Umpires Card please follow the instructions on the card. It is your responsibility to present to the nearest Office to sign the Relieved Umpires Book to ensure no loss of points.
8. Umpires shall start and finish matches and quarters by blowing their whistles on the sound of the official chime/bell.
9. Once you have started to umpire you must complete the game except for illness or injury. In the event of illness or injury, notify office for replacement.
10. Any umpire having trouble during a game, either from players or spectators, should send their support person or a spectator to the nearest Office and ask for assistance.
11. No additional time is allowed for injury. If an injury occurs, remove player from court if possible or transfer the game to a vacant court.

12. When the game has been completed, both umpires must sign the bottom of the scoresheet and indicate their team name so that the Recorders know that your team has definitely umpired the game.
13. Where there is obvious blood on a player, they must leave the court immediately.
14. If your team is named in the Fixtures as reserve umpires, the two umpires must report to the indicated office prior to the commencement of the game and sign the Reserve Umpires Book. Failure of either umpire to do so will lead to loss of points and a fine.

13. SCORESHEETS

- a. There is only one (1) official scoresheet per game. It is the responsibility of the first named team in the Fixtures to pick up the official scoresheet from the office and to score. Opposing teams should have their scorer standing with the official scorer opposite the centre circle to check scores at all times. Teams failing to supply a scorer must accept without challenge the scoresheet as submitted by the opposing team.
- b. The names and identification numbers of registered players are computer generated and printed on the scoresheet.
- c. The names of late registered players are to be hand written on the scoresheet.
- d. When playing a borrowed player from a lower grade, their name, team and grade must be noted on the scoresheet.
- e. The playing position of each player must be recorded on the scoresheet the first time that they take part in that game. Failure to do so may incur a loss of one (1) point.
- f. At the conclusion of the game, the scoresheet is to be handed to the captain of the winning team who then ensures that the scoresheet has been signed by the umpires, scorers and other captain.
- g. The scoresheet is to be lodged in the score box at either office. If scoresheet is not placed in a box or handed to relevant Pointscore Recorder on the grounds at the completion of last game of the day, the game may be declared a double forfeit and neither team will be credited with having played until evidence of the match result is produced.
- h. Late return of scoresheet: Relevant Pointscore Recorders will accept a photo of scoresheet by text within 24 hours of the end of game eg. Sunday 5pm, with the original to be lodged on the next playing Saturday.
- i. If the scoresheet submitted does not clearly show who won, no points will be awarded until such time as both teams clarify the result of the match.

- j. A team receiving a forfeit other than an Association forfeit shall complete a scoresheet as usual marking the sheet as a forfeit and placing the score sheet in the box provided.

Tips for Scorers:

1. Collect scoresheet from Office if team is named first in the Fixtures.
2. Both scorers must stand together on the sideline and be familiar with the rules on the back of the scoresheet.
3. If no umpire/s arrive at the court, contact the nearest Office for replacement umpire/s.
4. The playing position of each player must be recorded on the scoresheet the first time that they take part in that game. Each time a playing position is changed you must record that change.
5. The winning team is responsible for returning the scoresheet to the nearest office immediately after the conclusion of the game.

14. FORFEITS

- a. A team shall receive a forfeit when:
 - (1) The opposing team fails to field at least five (5) players within two (2) minutes of commencement of the game from the sound of the chimes/bell. An official from each team shall be responsible for timing this period.
 - (2) Teams claiming forfeits should complete and have Captains and Umpires sign the score sheet as usual, if forfeit has not been notified beforehand and then place score sheet in the box provided.
- b. Both teams involved in a forfeited match must fulfil umpiring and canteen duties.
- c. Any team aware it will forfeit a match must give written notice on prescribed form and emailed to the relevant Pointscore Recorder (senior, intermediate, junior) prior to the game day. Notification on game day to be emailed to the Office.

15. ASSOCIATION FORFEITS

- a. An Association forfeit shall occur when:
 - (1) A team withdraws from the competition.
 - (2) When a team forfeits three (3) matches in succession.
 - (3) When a team fails to umpire three (3) consecutive allocated competition games.

- b. Teams receiving Association forfeits must fulfil umpiring and canteen duties.

16. CARNIVALS

- a. Registration fees for carnivals must accompany entry forms or entry will not be accepted.
- b. Entries will not be accepted after closing date.
- c. Conditions of entry form must be adhered to.
- d. Catering arrangements to be handled by the Canteen Buyer/Manager.
- e. Fixtures Convenor to make all arrangements for staffing and management of offices.
- f. All final matches must be completed by 5.00pm.
- g. Teams wishing to enter other Associations' carnivals should submit entries through Newcastle's Carnival Convenor.

17. USE OF COURTS

- a. In terms with the Winter Seasonal License where Newcastle Netball Association is named as lessee of the National Park precinct:
 - i. Teams wishing to book courts/lights for Winter Season must lodge booking form on Registration Day. Payment required upon confirmation of allocation of courts.
 - ii. All other usage of the courts/lights at National Park and Parkway Avenue during the Winter Season must be booked through the online booking form available from link on website.
- b. In terms with the Summer Seasonal License where Newcastle Netball Association is named as lessee of the National Park precinct:
 - i. Teams wishing to book courts/lights for Summer Season must lodge booking form available from link on website. Payment required upon confirmation of allocation of courts.
- c. Fees (as fixed by the Executive Committee annually) must be paid prior to the use of courts/lights.
- d. Use of courts and lights without permission will incur a fine of \$200.00.

- e. Business entities are required to lodge a copy of their current Public Liability Certificate of Currency with the Association Secretary at the time of the first booking each year.

19. LOST PROPERTY

All lost property to be disposed of at the conclusion of the season.

20. SPECTATORS

- a. At the end of play all rubbish from the courts or surrounds should be placed in the bins provided.
- b. All chairs to be returned to the Meeting Room.
- c. Consumption of alcohol on the grounds is not permitted.
- d. Smoking is not permitted around the courts.
- e. Ensure dogs and small children are not on the courts during play.