



# By-Laws and Competition Rules

## 1 Duties of the Office Bearers

### 1.1 President

- a) Preside at all meetings of the Association and direct where necessary.
- b) Represent the Association and be the spokesperson for the Association as required.
- c) Liase with Wingecarribee Council or delegate this role to another member of the Executive.

### 1.2 Vice President

- a) Shall assist the President, undertake the functions of, and act as President in the absence of the President.
- b) Liase with the Representative Coordinator in the distribution of uniforms and equipment to representative teams.
- c) Is the Purchasing Officer for the Association as and when required, including the organisation of trophies and awards.

### 1.3 Secretary

- a) Shall be the Public Officer of the Association and deal with the Department of Fair Trading when necessary.
- b) Keep a list of clubs in the Association.
- c) Keep a list of the Office bearers, other positions, members and Sub Committee members.
- d) Keep a list of all Association property.
- e) Be responsible for all correspondence and the issue of notices as required.
- f.) Present correspondence to Council that has been discussed at Executive level.
- g) Correspond with the appropriate local government area Councils as required.
- h) Correspond with New South Wales Netball Association Ltd.
- i) Prepare the Annual General Meeting Agenda and List of Nominations for distribution to all club contacts and/or secretaries.

### 1.4 Assistant Secretary

- a) To assist the Secretary where necessary.
- b) In the absence of the Secretary shall take the minutes at any Executive or Council meeting.
- c) In the absence of the Secretary take the minutes of the Annual General Meeting.

### 1.5 Treasurer

- a) Keep records showing the financial position of each club affiliated with the Association.
- b) Keep a record of assets and liabilities of the Association.
- c) Submit a financial statement to be read and inspected at Executive and Council meetings.
- d) Be responsible for recording and controlling all funds pertaining to the Association, including Registrations, Canteen, Representative Teams and Carnivals.
- e) Present audited Balance sheet at the Annual General Meeting. (Financial Year runs from 1 September to 31st August as indicated in the Constitution.)
- f) Make the books of accounts available for any member of Council to inspect, after reasonable notice in writing has been given.

- g) Attend Association registration meetings and collect all monies.
- h) To ensure that the Association has adequate cover for all property belonging to the Association.

### **1.6 Registrar**

- a) Be responsible for all data entries in the computer. This includes competition fixtures, registrations, gradings and any updates that are needed throughout both competition seasons.
- b) Be responsible for the collation of levies and fines on a monthly basis and forwarded to the Treasurer for invoicing.
- c) Shall attend all registration meetings.
- d) Be responsible for receiving registrations and completing the appropriate paperwork from affiliated clubs.
- e) Be responsible for receiving late registrations and inputting data and notifying the Treasurer for invoicing.

### **1.7 Umpires Coordinator**

- a) Shall hold an Association badge and have a current theory certificate.
- b) Be convenor of the Umpires Sub Committee.
- c) Submit a report of the Umpire's Committee meetings to the Executive Committee.
- d) Submit a report to Council Meetings and an annual report at the Annual General Meeting.
- e) Be responsible for arranging theory exams.
- f) Be responsible for arranging practical examinations.
- g) Be responsible for practical coaching and lectures.
- h) Be responsible for allocation of umpires for rep fixtures.
- i) Be responsible for allocation of umpires semis, finals, and grand finals.
- j) Any incidents which may require further judicial action must be referred to the Executive Committee available at the clubhouse on the day of the incident at the end of play.
- k) Liase with the President and Competition Coordinator/s for the setting of times for semis, finals and grand finals.

### **1.8 Coaching Coordinator**

- a) Arrange coaching lectures for clubs and members, including Foundation Coaching and Development Coaching courses.
- b) Arrange practical coaching sessions.
- c) Submit a report to Council meetings and annual report for the Annual General Meeting.
- d) Liase with representative coaches on all aspects of coaching of SHNA representative teams.
- e) Shall hold a Level One (1) Development Coaching Accreditation or higher.

### **1.9 Representative Coordinator**

- a) Be convenor of Selection Sub-Committee.
- b) Liase with Vice President or Assistant Representative Coordinator for the distribution of uniforms and equipment to representative teams.
- c) Notify Executive Committee of names of players selected into representative squads/teams at the next Executive meeting.
- d) Be responsible for all representative matters and liase with coaches, managers, umpires and report to the Executive Committee.
- e) Submit a report to Council meetings and annual report to the Annual General Meeting.

- f) Re-convene the Selection Committee to select replacement players (if reserves have not been selected).
- g) Notify all players trialing for rep squads/teams of their selection or otherwise by way of an official Association letter or posted on the SHNA website.
- h) Arrange a representative presentation and team photos each year.
- i) Provide each representative official with an information booklet containing duties and other relevant material.
- j) Arrange accommodation/transport for State and State Age Championships if required.
- k) Coordinate the food for State and State Age Championships.

### **1.10 Competition Coordinator**

Two positions: Junior (Net-Set-Go and Junior) and Senior (Intermediate, Cadets and Opens).

- a) Be responsible for the running of all games throughout the competition, including semis, finals and grand finals.
- b) Liase with the President and Umpires Coordinator for the setting of times for semis, finals and grand finals.
- c) Check all signatures from score sheets against those on registration sheets and report any discrepancies to the Executive Committee.
- d) Keep a record of all points scored and display a progress report each week.
- e) Be responsible for the compilation of the Sportsmanship Awards and Goal Award results.
- f) Submit a report at Council meetings and an annual report at the Annual General Meeting.

## **2 Other Positions**

### **2.1 Assistant Treasurer**

- a) Pay all accounts passed for payment and pay other accounts as necessary and have ratified by the Executive Committee.
- b) Keep and send accounts and receipts for all monies received.
- c) Bank all monies within seven (7) days of receipt.

### **2.2 Net-Set-Go Coordinator**

- a) Be responsible for keeping a record of attendances of all registered Net-Set-Go participants.
- b) Be responsible for running the Net-Set-Go program as required by NetballNSW.
- c) Submit a report at Council meetings and an annual report at the Annual General Meeting.
- d) Be responsible for equipment required for Net-Set-Go participants.
- e) Be responsible for Participation Certificates.
- f) This position can be available to a member who is sixteen (16) years or over. However, if this person is under eighteen (18) years of age they are not entitled to vote at any meeting.

### **2.3 Publicity Officer**

- a) Be responsible for all publicity of the Association and liase with local newspapers.
- b) Submit a report at Council meetings and an annual report at the Annual General Meeting.
- c) Keep an ongoing record of the Association's history.

### **2.4 Canteen Coordinator**

- a) Be responsible for the canteen roster and liase with the nominated canteen Supervisor of each club to ensure they are conforming with all the canteen requirements.
- b) Order all canteen supplies as required.

- c) Pass all monies to the Association Treasurer at the end of each day's trading.
- d) Submit accounts to Association Treasurer promptly for payment.
- e) Ensure there is adult supervision in the canteen at all times and a current list of duties is displayed.
- f) Submit a report to Council meetings and an annual report to the Annual General Meeting.
- g) Ensure BBQ runs each week and all supplies are available and/or liaise with BBQ Coordinator.

### **2.5 New South Wales Delegate**

- a) Shall be the Association delegates to NSWNA Ltd Council Meetings.
- b) Be covered by the Association for expenses incurred in representing the Association as agreed to by the Executive.
- c) Report to the Executive Committee after attending the NSWNA Ltd Council Meetings.
- d) Vote as directed by Executive Committee at NSWNA Ltd Council Meetings.
- e) Report to Association Council meetings.

## **3 Sub Committees**

### **3.1 Selectors** (see *SHNA Representative By-Laws* for more information)

- a) Shall be responsible for the selection of all SHNA representative teams.
- b) Conduct selection trials for all SHNA representative teams.
- c) Meet at the discretion of the Convenor to select replacement players (if reserves have not been selected).
- d) Not more than two (2) members of any one club shall sit on the selection panel at any one time.
- e) A minimum of three (3) plus the Representative Coordinator must be present on all selection panels.
- f) A selector cannot be a member of the Selection Panel at the time a family member is being considered for selection.

### **3.2 Umpires (4)**

- a) Shall hold either an Association or National Badge.
- b) Assist Umpire Coordinator in allocating umpires to semis, finals and grand finals.
- c) Assist Umpires Coordinator to conduct clinics, camps etc.
- d) Be a member of the Umpires Badging Panel.
- e) Coach Association umpires when requested.
- f) Endeavour to improve the standard of umpiring within the Association.
- g) Be available on competition days to act as convenors in any courtside dispute.
- h) Conduct any other business concerning umpiring as Council so directs.

## 4 Miscellaneous

### 4.1 Registrations

- a) Dates and fees for the season ahead shall be set by the Executive Committee at the completion of the Twilight season.
- b) A photocopy of suitable proof of date of birth must be supplied to Club Registrars for all new junior players.
- c) Club registrations will be taken at nominated registration times. No late team entries will be accepted unless a bye occurs in a division before the competition starts.
- d) The minimum number of players per team for registration is seven (7) paid players.
- e) All players must be registered before taking the court. Any club fielding an unregistered player shall be fined \$30 and an illegal forfeit shall be declared.
- f) There will be no late registrations after the completion of round four (4) unless approval is given by the committee for extenuating circumstances e.g. injuries, player leaving the team.
- g) No player 12 years and under shall register or be used as a borrowed player in an Opens team. Players 13 and 14 years old (turning 13 or 14 on or by 31st December of that year) may register a Second Registration in an Opens teams as but only if registered in Cadets, and only at the discretion of the committee.
- h) Junior players shall be 17 years (turning 17 years old as at 31st December of that year) and under as per Netball NSW rules.
- i) Opens divisions shall be 18 years and over as per Netball NSW Rules. However, younger members down to and including 13 years may play in an Opens division (see rule g above).
- j) Divisions in a competition will be made up according to the number of team entries received. The minimum number for each division is four (4).
- k) Clubs registering must nominate their club colours. All playing members are to wear their club uniform. This includes dresses, skirts, shirts, briefs, socks and tracksuits. Tracksuits with zippers will not be allowed. Shirts shall not be low cut. Socks are to be short but must cover the ankles. Male players will wear shorts in club colours or black. Skirts must be worn over tracksuit pants.
- l) Only hats or sun-visors with soft peaks may be worn.
- m) Approved netball gloves may be worn, but only after approval of the Committee.
- n) Fingernails must be cut short.
- o) No jewellery shall be worn, with the exception of a wedding ring or medical alert bracelet/necklace, which must be taped (as per Netball NSW rules).
- p) A player may register in two different division teams. The rules governing this are:
  - i) An additional registration fee is paid as determined by the Executive Committee at the AGM.
  - ii) The player is registered at the commencement of the season.
  - iii) As per Section 4, Miscellaneous, Registrations, point (g).
  - iv) As per Section 4 Miscellaneous (Competition rules) point (i).
- q) A player may be registered as a Reserve Player in a second division. The rules governing this are:
  - i) The player does not hold a permanent place in the team.
  - ii) Reserve players are called on to play only at times when a team is short of original team members.
  - iii) Reserve players may play an unlimited amount of times per season.
  - iv) Playing a reserve player negates a forfeit.
  - v) Reserve players are not allowed to play for this team in the finals series.
- r) There be a maximum of four (4) representative players registered in any one team in Junior and Intermediate Divisions. Exceptions to this rule will only be allowed where there are extenuating circumstances and at the discretion of the Executive Committee.
- s) A representative team 15yrs+ may play in the Opens division registered under SHNA.
- t) A player's age on 31 December in the year of play determines their age.

## 4.2 Club Responsibilities

- a) At least one (1) representative per club if club has three (3) teams or less; or two (2) representatives if club has four (4) or more teams must be in attendance at all council meetings, special meetings and the Annual General Meeting. One person cannot represent more than one club. A fine of \$50 will be the penalty for non-attendance. Fines will be invoiced by SHNA and payable within 14 days of the invoice date. Apologies will not be accepted in place of attendance, however, each club has one (1) Free Pass allocated each year where a non-attendance would not incur a fine. There will still be two votes per club irrespective of club size.
- b) Non-playing members may be the club's representatives at the Council meetings.
- c) Each club should supply their teams with first aid kits, however, there will be a first aid kit available at the club house if required. If available St Johns First Aid will also be at the grounds.
- d) Each club shall supply a minimum of one (1) umpire and one (1) scorer per team.
- e) Each club shall supply 2 adults for canteen when required for duty.
- f) Clubs failing to complete duties will be fined \$50 plus incurred costs (such as payment made to substitute umpire).
- g) All fines will be invoiced by SHNA and payable within 14 days of the invoice date.
- h) Any disputes, complaints or appeals shall be directed to the Association in writing.
- i) All clubs are expected to have a minimum of one (1), maximum of two (2), members on the Executive Committee. Only if a position is vacant may a club nominate additional members to the Executive.
- j) A roster will be created for Opening and Closing Duties for each competition day in the Winter season. For Opening Duty there needs to be two adults at the clubhouse by 8.30am. For Closing at least one adult is required to be there at the completion of the last game.
- k) The SHNA Council meetings will be held on the first Wednesday of each month (during school term time) starting at 7.30pm.  

The SHNA Executive meeting will be held before the Council meeting at 6.30pm the same day. Any decisions made at the Executive meetings are to be ratified at the following Council meeting except when deemed impractical.
- l) The SHNA Annual General Meeting will be held the first Wednesday in November in accordance with the Constitution.

## 4.3 Net-Set-Go (all children aged 10 and under fall into NSG category as specified by Netball NSW)

- a) Net-Set-Go will have two categories:
  - i) Net-Set-Go Skills: this will be run separately to the normal season and times may vary due to court and volunteer availability.
  - ii) Net-Set-Go Competition.
- b) Net-Set-Go Competition is divided in to age groups 5–8 years and 8–10 years.
- c) Teams in Net-Set-Go Competition, 5–8 years division: (Netta competition)
  - i) Game consists of four (4) 10 minute quarters.
  - ii) Play is with a size four (4) ball.
  - iii) Modified rules may be played. (See Modified Rules below.)
  - iv) There will be no semi-finals or finals.
- d) Teams in Net-Set-Go Competition, 8–10 years division: (starts as Junior Division 3)
  - i) Game consists of four (4) 15 minute quarters.
  - ii) Play is with a size five (5) ball.
  - iii) Standard netball rules apply.
  - iv) There will be semi-finals and finals played in this division.
- e) All Net-Set-Go players should rotate positions at quarter or half-time.

- f) All Net-Set-Go players must participate in at least half (1/2) of the game (meaning two (2) quarters).
- g) All Net-Set-Go players must experience all court positions during the season.
- h) All Net-Set-Go players will be awarded some form of recognition for participation at the end of their season (from their club and or the association).

#### Modified Rules

Modified Rules can only be played in the Net-Set-Go Competition, 5–8 years division. They include:

- a) Footwork — players are permitted to shuffle their feet to gain balance but not allowed to shuffle forward to progress position on the court.
- b) Time — six (6) seconds is allowed from the time of catching the ball to throwing it.
- c) Defending distance — a defender must be 120 cm (4ft) from the landed foot of the player with the ball.
- d) Penalty pass/Contact — if a player obstructs or contacts a Penalty Pass is awarded. The offending player does not have to stand out of play but the umpire must explain the obstruction or contact.

#### **4.4 Canteen**

Each club shall nominate a Canteen supervisor who will organise a roster with sufficient people to effectively run the canteen on their rostered timeslots.

#### **4.5 Grading of Teams**

- a) Affiliated clubs of SHNA are to submit, on a date determined by the Executive each year, all registration details for each team to the Registrar. Clubs must include each team's preferred playing grade as well as the individual details of a minimum of seven (7) players for the team to be accepted in to the competition.
- b) A Grading Day will be held each year and games will be played for the purpose of grading.
- c) It is the responsibility of all clubs to use their best efforts to create teams of players who fit the age, experience or playing standard categories of each grade.
- d) A Grading committee, consisting of one (1) delegate from each club plus the SHNA Competition Coordinator and two (2) executive members, shall be nominated at a Council meeting at the start of each year.
- e) The Grading committee shall meet after registration or grading day (whichever is the later date) and place teams in appropriate divisions. SHNA will release the proposed divisions and team placements either through email to the club contacts or publish on the SHNA website. Clubs will have one (1) week from the date of release in which to submit any appeals against grading. Appeals must be in writing to the SHNA Secretary. The Grading committee will reconvene if necessary to discuss any appeals.
- f) The decisions made by the Grading committee will be final.
- g) For the purpose of grading, a 'team' shall be considered to consist of seven (7) players from the original registered team, or players of an equivalent standard who attend grading. If a team fails to attend grading they may be placed in a higher division than originally nominated.
- h) There will be a minimum of four (4) teams in each grade.



## 5 Competition Rules

### 5.1 Winter competition (all divisions except for Net-Set-Go 5–8yrs):

- a) Playing time slots will be decided by the Executive committee at the beginning of each competition.
- b) Games will start and end on the umpire's whistle. Injury time will be allowed during games but will not be added to the end of a game except in the case of semis/finals/grand final.
- c) The game shall consist of four (4) quarters of 15 minutes each quarter, with two (2) minutes break between the first & second quarter and the third & fourth quarter, and a five (5) minute break at half-time. Teams change ends at the end of each quarter.
- d) Teams must have at least five (5) players (registered in the team), in full uniform, with the score sheet completed correctly and ready to take the court within one (1) minute of the scheduled start time, or the opposing team is entitled to claim a forfeit, provided consideration has been given to clause 5.1.e.
- e) Where it is known prior to the scheduled start time that exceptional circumstances have delayed a player/s, and both teams agree, the start of play may be delayed for any agreed amount of time up to the commencement of the 2nd quarter. Should a team still not be able to take the court with the minimum required number of players after the agreed amount of time has expired or at the commencement of the 2nd quarter (whichever had been agreed) a forfeit shall be awarded.

### 5.2 Twilight competition

- a) Playing time slots will be decided by the Executive committee at the beginning of the season.
- b) Games will start and end on the umpire's whistle. Injury time will be allowed during games but will not be added to the end of a game.
- c) Twilight is a social competition — there are no semis/finals/grandfinal. Not points are awarded for Wins or Draws.
- d) The game shall consist of two (2) halves of 20 minutes each half, with a five (5) minutes break at half-time. Teams change ends at half-time.
- e) Teams must have at least five (5) registered players to take the court.
- f) Twilight is an Umpire Your Own competition.
- g) In the mixed competition a maximum of 3 males per team may take the court at any one time.
- h) Only 1 male per team is permitted in each goal circle (either GS or GA, and either GK or GD) the other male must play in a centre court position (WA, C, WD)

### 5.3 Points

Points for Winter competition games will be awarded as follows: Win 3 points, draw 2 points, loss 1 point, legal forfeit 0 points, illegal forfeit –3 points.

### 5.4 Forfeits

Rules governing forfeits are as follows:

- a) Illegal forfeits: When a team has less than five (5) of its registered players available to take the court and no notification has been received at least 24 hours prior to the match commencing.
- b) Legal forfeits: If the Competition Coordinator, opposition Team Contact and Duty Team Contact are notified of an impending forfeit at least 24 hours prior to the match.
- c) Regardless of when or if notification has been received, consideration may be given to delay the start of play or arrange a rematch, if it is deemed that exceptional and unforeseen circumstances exist, and is in the best interests of the Association and its members. This decision will be made by Executive Committee members present on the day, at its sole discretion.
- d) Clubs can appeal any forfeit given, in writing within seven (7) days of receiving the infringement notice.
- e) Teams will be disqualified from the competition after three (3) forfeits.
- f) To avoid a forfeit a club may approach the competition coordinator. The competition coordinator will negotiate alternative options. The decision to forfeit or reschedule rest with the competition coordinator.



- g) Any rescheduled games must be played within 3 days of the originally scheduled match unless exceptional circumstances apply. The executive committee must approve variations to this time frame.
  - h) Any forfeits will be notified by the competition coordinator in writing to the team and/or club.
- 5.5** During the Winter Competition umpires may not change during a game except in the case of injury or illness. During Twilight umpires may change at half time.
- 5.6** Failure to take the court:  
If five (5) members from the same team are present for the commencement of play, and the umpire has requested play to start then they must take the court. The umpire gives a one (1) minute warning. If the team fails to take the court after this time then the game is awarded to the non-offending team (as per Netball Australia rules). See rule 21 in *Rules of the Game* handbook.
- 5.7** All players playing in the Winter Intermediate and Junior Divisions (17yrs and under) must participate in at least half (1/2) a game each week unless they are absent, ill or injured. Half (1/2) a game equates to two (2) quarters. This does not apply to players under 17 playing in Opens Division.
- 5.8** If a team is short of players the following rules shall apply:
- a) A player may not play more than one (1) game in the same division on the same day.
  - b) A player may not play down a grade or division than they normally play.
  - c) A maximum of two (2) players may be borrowed per team, per game.
  - d) A team may not borrow players if seven (7) registered members of the team are present.
  - e) If a borrowed player plays three (3) or more games for the same team then they will be deemed to be part of that team and will be deregistered from their original team.
  - f) Any team deemed to be in breach of these rules will lose the game and the points will be awarded to the opposition and they will receive zero (0) points.
  - g) A 'friendly game' can be declared where a club is unable to field a legal team but can provide enough players for a game to be played (providing none of the fill-in players are playing 'down') which means that the players who did turn up still get a game. If a 'friendly game' can be played then the forfeit will be considered a 'legal' forfeit and no competition points will be lost and the legal team will take the three (3) win points irrespective of the final score. However, the game must get underway within five (5) minutes of the starting hooter and teams must supply their own umpires.
- 5.9** Coaches can coach from the sideline — standing to the left of the left transverse line. They are not to run up and down the sideline as this can affect the umpire's ability to move around the court. Managers and benched players may coach while play is in progress provided that they remain seated or stand with their coach. Coaching is also allowed during intervals and during stoppages. Team coaches, managers and benched players may not indulge in inappropriate comments or behaviour.
- 5.10** Coaching is permitted during any stoppage by any team coach or manager who may approach the players at the side line. Benched players may approach the side line if coaching occurs. During a stoppage any team coach or manager may approach the players at the side line for the purpose of providing rehydration. Stoppages include:
- a) Injury or illness.
    - i Time can be called:
      - a. by an on court player; or
      - b. in extreme circumstances, by an umpire, if the umpire considers that a player who is injured/ill is unable to call time and is in need of treatment.
    - ii The decision to stop play and when to stop play shall be at the discretion of the umpire.
    - iii To stop play the umpire shall blow the whistle and signal to the timekeeper to hold time (if during a final).
    - iv Only a primary care person or parent is permitted on the court to treat an injured or ill player and/or assess the player's medical condition. No other team official is permitted on court.
    - v During a stoppage for injury or illness:

- a. Both teams may make substitutions and/or team changes if desired. However, in this case the injured or ill player for whom play was stopped must be involved in that team's substitutions and/or team changes.
  - b. The playing position of the injured or ill player may be left vacant. If this player is the Centre, one player must be moved to Centre to allow the game to continue.
  - c. The first stoppage for each team in each quarter or half shall be up to two (2) minutes to decide whether an injured or ill player is fit to continue. During this stoppage, other players from either team who are injured or ill may receive treatment from their primary care person/s. The length of the stoppage is determined by the treatment required by the player for whom play was stopped.
  - d. 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 the court unless moving the player prematurely may cause further harm.
- vi After a stoppage for injury or illness:
- a. When no substitution is made for a player unable to resume play, the injured or ill player or a substitute may not enter the game while play is in progress but, after notifying the umpire, may take the court:
    - immediately after a goal has been scored. In this case the player or the substitute must play in the playing position left vacant.
    - at a stoppage for injury or illness.
    - immediately following an interval.
  - b. To restart play the umpire shall signal the timekeepers (if it is a finals game) and/or blow the whistle for play to be resumed.
  - c. The game is continued from the spot where the ball was when play was stopped other than when:
    - the ball is out of court, in which case a throw in is taken.
    - the umpire is unable to say who was in possession of the ball, or the ball was on the ground when play was stopped, in which case a toss up is taken between any two opposing players allowed in that area, where the ball was when play was stopped.
    - the stoppage is due to obstruction or contact, in which case a penalty pass/shot is awarded where the infringer was standing, except where this places the non-offending team at a disadvantage, when the penalty shall be taken where the obstructed or contacted player was standing.
- b) If a team takes the court with only seven (7) registered players available and an injury occurs in which a player leaves the court, a new player cannot be borrowed from another team for the remainder of the game. Only players registered in the team are permitted to take the court.
- c) Blood Policy:
- i An umpire is required to hold time when a player who is bleeding is noticed or an on court player has indicated the presence of blood.
  - ii To stop play the umpire shall blow the whistle and signal to the timekeeper to hold time (if during a final).
  - iii A stoppage for blood is not regarded as a stoppage for injury or illness and is not recorded against a team.
  - iv The stoppage shall be up to two (2) minutes to decide whether a bleeding player is fit to continue. This decision shall be left to the primary care person or parent. No other team official is permitted on court. In addition:
    - a. The wound shall be adequately covered.
    - b. Blood stained clothing shall be removed or cleaned.
    - c. The ball and the court shall be cleaned if necessary.
  - v During a stoppage for blood the bleeding player may be substituted or the position left vacant. No other substitutions or team changes are permitted by either team.
  - vi To restart play the umpire shall signal to the timekeeper (if it is a finals game) and blow the whistle for play to be resumed.

- d) Wet Weather:
- i In the case of wet weather, a decision will be made on the day if play is to proceed.
  - ii If a game is underway and it starts to rain the umpires and/or coaches can call the game to a stop if they feel it is unsafe to continue.
    - a. If the game has gone past half-time then the score stands as it was at half-time.
    - b. If the game has not yet reached half-time then the game is declared drawn with both teams receiving 2 competition points.
- See *SHNA Wet Weather Policy* for more information.
- e) Emergencies:
- i An umpire may stop play for any extraordinary circumstance that may be deemed an emergency. This may include but is not limited to:
    - a. the equipment
    - b. the court
    - c. the weather
    - d. injury/illness of an umpire.
  - ii To stop play the umpire shall blow the whistle and signal to the timekeeper to hold time (if during a final).
  - iii The umpire shall decide the length of time for the stoppage and shall ensure that play is restarted as soon as possible.
  - iv No substitutions or team changes are permitted during this stoppage. No team official is permitted on court.
  - v To restart play the umpire shall signal to the timekeeper (if it is a finals game) and blow the whistle for play to be resumed.

#### 5.11 Finals:

- a) In the event of semis, finals, and grand finals, players must have played with that team at least six (6) times during the current season in order to be eligible to play, and must be a registered member of that team. Byes are not counted as games played. Forfeits by the team are not counted as games played, but a forfeit by an opposing team is counted as a game played. Some consideration will be given for unforeseen circumstances at the discretion of the Executive committee on the day. Games cancelled or unplayed due to inclement weather will be declared as a game played.
- b) Should teams be on equal points prior to semi finals, the following formula will be used to determine placings (as per NSW Netball):  
***Goals For divided by Goals Against x 100 divided by the number of games played.***
- c) Procedure for extra time where a winner is required:
  - i There shall be a two (2) minute interval at the end of full time.
  - ii Extra time shall consist of two (2) halves of seven (7) minutes each, with an interval of one (1) minute at half-time. Teams shall change ends at half-time. The centre pass is taken by the team entitled to the next centre pass.
  - iii During both of these intervals, substitutions and/or team changes may be made.
  - iv During extra time, normal injury or illness procedures shall apply. However, during the entire extra time:
    - a. the first stoppage for each team shall be up to two (2) minutes.
    - b. each subsequent stoppage for each team shall not exceed thirty (30) seconds.
    - v. In the event of a tie remaining at the end of extra time, the umpire will indicate that play shall continue until one team has a two (2) goal lead.
- d) A semi/final/grand final can not be forfeited once a game has commenced. Games are to be played until the allotted time unless injury prevents a team being legally on court.
- e) Trophies will be awarded to winners and runners-up in each division (except Net-Set-Go 5–7 years).

See *SHNA Finals Policy* for more information.