

SHNA WINTER COMPETITION POLICY

FORMAT AND REGISTRATIONS

1. Each year, the Executive Committee will set the start date, length of competition, dates of Finals and the format of the Competition and present to Council for ratification. The competition will be conducted in Grades and/or Age Groups based on registrations received and as decided by SHNA Council from time to time.
2. A Senior Competition Coordinator and Junior Competition Coordinator may be appointed pursuant to the Constitution. The Executive Committee will determine what Grade/age groups fall under the Junior and Senior Competition Coordinators responsibilities.
3. Game times for each Grade/Age Group will be determined by the Executive Committee in consultation with the Competition Coordinators once registration and grading has been completed.
4. Registrations will close as per the SHNA Calendar as set each year. After the date of registration has passed, the only team entries to be accepted will be those which take up byes in the corresponding Grades.
5. There will be no player registrations allowed after the completion of round 4 unless special approval is sought and granted by the Executive Committee.
6. A player's age on 31 December in the current year will determine their qualifying age for the Competition and registrations.
7. Players must register or renew their membership with their Affiliated Club and/or the Association through Netball NSW's online membership platform.
8. Teams to consist of the following:
 - (a) Junior teams, where team members are registered as "Junior Player" or younger, a minimum of seven players and a maximum of twelve players.
 - (b) Teams in grades which include members registered as "Senior Player" a minimum of seven players and a maximum of twelve players.
9. No more than four (4) current representative players are permitted to be registered in any team subject to the following:
 - (a) Senior "Opens" Grade is exempt from this rule
 - (b) Exceptions may be considered where extenuating circumstances with the approval of the Executive Committee.
 - (c) As resolved from time to time by SHNA Council, a whole representative team may be invited to play in the Competition. They will play in a suitable grade as proposed and accepted by Council. They will participate in the grade and all relevant point scoring will apply to such games.
10. A player may register in two different teams (known as a Second Registration) subject to the following conditions:
 - (a) The second registration must be in a higher Grade than the primary registration.
 - (b) Players 12 years and younger may not play in a Grade where any senior players are registered.
 - (c) Players aged 13 and 14 years may register in a Grade where senior players are registered, but only as a second registration and the permission of the Executive Committee and ratification by the Council must be sought and granted prior to registration.

- (d) If the team for whom the player is second registered are playing during the same time slot, the player must play at least half of a game for the primary registered team.
- (e) Any additional registration fee will be determined by each Affiliated Club.

11. The second registration must be made prior to round 4 unless special approval is sought and granted by the Executive Committee.

12. Players with a disability (All Ability Players): all efforts will be made by Clubs and the Association to include All Ability Players in the appropriate grade with particular consideration being given to anti-discrimination legislation, safety and fairness.

GRADING

- 13. A Grading Day will be held each year and games will be played for the purpose of grading. The Executive Committee will decide and advise what age groups/divisions require grading.
- 14. Prior to Grading Day, Clubs must submit each team's preferred playing Grade/Age Group as well as the individual details of a minimum of seven (7) players for the team to be accepted into the competition.
- 15. 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 or lower Grade/Age Group than they have nominated.
- 16. 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/Age Group.
- 17. A Grading Sub-Committee, under the direction of the SHNA President, consisting of one (1) delegate from each club plus the relevant SHNA Competition Coordinator/s and two (2) additional Executive Committee members, shall be appointed by Council prior to the Grading Day.
- 18. The Grading Sub-Committee shall meet after grading day and place teams in appropriate Grades/Age Groups. SHNA will notify details of the team placements to the club contacts. Clubs have 7 days from the date of notification in which to submit any appeals against grading. Appeals must be in writing to the SHNA Secretary.
- 19. The Grading Sub-Committee will reconvene if necessary to discuss any appeals. The decisions made by the Grading Sub-Committee will be final.
- 20. There will be a minimum of four (4) teams in each grade.
- 21. If, after the commencement of competition it is evident that a team has been graded incorrectly the competition coordinator(s) may request a change to grading to the Executive Committee. Clubs will be consulted prior to any decision being made. Any decision will be presented to Council for ratification.

UNIFORM

22. Upon joining the Association each Club shall register the uniform to be worn by their teams with SHNA. Clubs must register a new uniform at least 8 weeks prior to the new uniform being worn. A

crossover period may be allowed with the approval of the Executive Committee. Uniforms must be designed to comply with Netball NSW Inclusive Uniform Policy.

23. Any part of any uniform deemed inappropriate or unsafe by the Executive Committee will not be permitted.
24. All players must be in Club Uniform no later than round 4. If extenuating circumstances exist a request in writing, specifying an alternative uniform, must be made to SHNA and approved.
25. No player shall be allowed to compete in competition matches unless wearing the registered uniform of their Club/Team. Borrowed players may play in either their own club uniform OR the club uniform of the team that is borrowing the player.
26. Correct uniform should, where possible, be worn on Grading Day.
27. Any item of a dangerous nature (eg. rings, earrings, etc.) must not be worn as per the rules of Netball.
28. Gloves are not permitted to be worn when playing unless specifically granted permission by the Executive Committee.
29. Special exceptions may be granted by the Competition Coordinator in instances of particularly adverse weather. This will be communicated to Clubs prior to or on game day as appropriate.

TAKING THE COURT

30. All players must be registered as playing members before taking the court.
31. Teams shall play with no less than five (5) players registered in that team on the court **at any time**.
32. Where it is known prior to the scheduled start time that exceptional circumstances have delayed a player or players such that a team does not have 5 registered players to take the court, the start of play may be delayed for any agreed amount of time. Both teams must agree to this or there shall be no delay to the start of play (other than that allowed under the rules of Netball). Teams are asked to be flexible, considerate and give due consideration in the spirit of good sportsmanship. 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 passed, a forfeit shall be awarded.
33. If a team is short of players, they may borrow players subject to the following:
 - (a) A player may not play more than one (1) game in the same Grade/Age Group on the same day.
 - (b) Players 12 years and younger may not play in a Grade/Age Group where senior players are registered.
 - (c) No player shall play in a lower Grade/Age Group than that in which they are registered.
 - (d) No player shall play in a Grade/Age Group that is more than one level above the Grade/Age Group in which they are registered.
 - (e) If a team borrows a player from a lower grade more than three times in a season, each game after the third game will result in a loss of match points for that team. (see rules on Second Registrations).
 - (f) No more than two players may be borrowed per team per game (you cannot borrow a player to be a substitute).
 - (g) A team may not borrow players where seven (7) registered members of the team are present and fit to take the court.
 - (h) A late-arriving registered team member may not replace a borrowed player, however the late-arriving player may take the court in a position that has been left

vacant since the start of the game, after advising the umpire, at the next break in play.

- (i) Any infringement of the above rules relating to borrowed players will result in the match being awarded to the opposing team and no goals to be recorded for the infringing team.

34. If a team plays an unregistered player the following penalty will apply:

- (a) The match to be awarded to the opposing team and no goals to be recorded for the infringing team.
- (b) Further penalties may be imposed by the Executive Committee e.g. suspension/disqualification of the player and/or the team.

35. Players in all Grades/Age Groups except Open Division 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. If rolling subs are utilised all players must still play at least 30 minutes of each full game.

FORFEITS

- 36. Teams should make every reasonable effort to avoid a forfeit. Clubs may agree to make alternative arrangements, which must be approved by the Competition Coordinator prior to the game taking place. The result of these efforts will be reported to the Executive Committee and Council as part of the usual reporting procedure.
- 37. If a forfeit cannot be avoided, the team/club must notify the opposing team (if possible), the Competition Coordinator, the Umpiring Coordinator and the SHNA Secretary as early as possible.
- 38. Repeated forfeits may result in disciplinary action being taken against the team, such as disqualification. Any disciplinary action shall be determined by the Council.
- 39. On game day, should a team not have the required number of players to take the court a forfeit will be awarded to the opposing team. The two teams may agree to play a “friendly” game; however, in that event no score shall be kept, no goals for or against recorded and the competition points for the forfeit shall still be awarded to the non-forfeiting team.
- 40. In the event of a game-day forfeit, if the umpires are already at court and cannot be deployed to another game, both umpires will be paid by forfeiting Club. If the teams decide to play a “friendly” game, each Club will pay their own umpire as usual.
- 41. In exceptional or unforeseen circumstances, consideration may be given to reschedule a game-day forfeit if it is in the best interests of the Association and its members. This decision will be made by the Executive Committee.
- 42. Clubs may appeal a forfeit decision, in writing, to the SHNA President. An appeal must be received within seven (7) days of receiving the notice of the forfeit.

SCORESHEET

- 43. Only scores recorded on the Official Scoresheet will be accepted.
- 44. It is the team’s responsibility to sign the scoresheet and verify the accuracy of players and names, including any borrowed players.
- 45. The Scorer of a team is responsible for signing the scoresheet as correct. If they consider the scoresheet incorrect, they should report their concerns to the Competition Coordinator

immediately, so that they may investigate as they deem necessary. Should the Scorer omit to sign the scoresheet, they must accept without challenge the scoresheet as submitted.

SCORING AND TIME KEEPING

46. Each team must supply a responsible scorer for their match.
47. Teams failing to supply a scorer and/or sign the scoresheet must accept without challenge the scoresheet as submitted by the opposing team.
48. Only the official scoresheet kept by the scorers will be accepted. Scores as kept by other persons (eg. Managers or spectators) will not be taken into account.
49. Scorers should sit together at the scoring table and jointly carry out the responsibility of scoring.
50. Games will be centrally timed for the main competition rounds and no additional time will be added to the playing time for any injury or stoppage, however the Rules of Netball for injury and stoppages do still apply.
51. The game shall consist of four (4) quarters of 15 minutes each, with a two (2) minute break after the 1st and 3rd quarters and a five (5) minute break at half time.
52. The Siren is the official indicator for the commencement and finish of each quarter, however play will commence and finish on the umpire's whistle.

COACHING

53. Coaches may coach from the sideline, however they must position themselves in an area that will not impede the umpires and in general should stand to the left of the umpires left transverse line.
54. Coaches may not move up and down the sideline.
55. Coaching is permitted during stoppage time as per the Rules of Netball.
56. Off court players and other team officials should only approach the sideline as the Rules of Netball allow.
57. Coaches should ensure they are familiar with the Rules of Netball regarding injuries and stoppages.
58. Coaches have a responsibility to report any inappropriate comments or behaviour to the Competition Coordinator.
59. Coaches and/or managers must ensure injury reports are completed and submitted following any on court injury (please refer to the SHNA Injury Policy).

POINTS

60. Competition points are awarded as follows:

WIN = 3

LOSS = 1

DRAW = 2

FORFEIT WIN= 3

FORFEIT LOSS = 0

BYE = 0

ADVERSE WEATHER

61. In the event of play being called off prior to game day, Clubs will be notified as soon as practicable and a notice will be posted on social media as appropriate. In the event of adverse weather on the day of play the Competition Coordinator together with any Executive Committee members present will decide whether play will continue.
62. If games are called off prior to half time, no scores are recorded and games may be rescheduled.
63. If called off during or after half time, the half time score will stand.
64. Matches cancelled because of adverse weather will be rescheduled as determined by SHNA Executive from time to time.
65. No points are awarded for matches cancelled because of adverse weather.
66. Should an entire grade/age group round be cancelled due to adverse weather, any forfeits for that day in that grade/age group will be waived.

PLAYER ELIGIBILITY FOR FINALS

67. A player registered with that team must have played at least 30% (to the nearest whole number) of eligible games (eligible games do not include byes or forfeits but do include when their team has received a forfeit). Games cancelled (ie. not replayed) due to exceptional or adverse weather may be counted as a game played.
68. Where a player is considered not eligible to play in the finals series a Club may, on behalf of their player, submit an appeal in writing to the SHNA at least 7 days prior to date of the semi-finals stating the exceptional circumstances. Evidence of the exceptional circumstances should be provided, for example if the player was sidelined due to injury a medical certificate stating the injury and clearance to play should be supplied. All cases of exceptional circumstances will be dealt with on an individual basis and the decision will be made by the Executive Committee.

DETERMINATION OF TEAM RANK AT THE END OF THE SEASON FOR POSITION IN SEMI-FINALS

69. If two, or more, teams finish on equal points after the final round of matches, positions for semi-finals shall be decided on goal averages. The goal average for each team shall be decided using this formula: (Goals For/Goals Against x 100) divided by the number of games played.
70. The number of games played includes a match a team has forfeited, but *does not* include a match where the team has received a forfeit. It does not include Byes.

FORMAT OF FINAL SERIES

71. Semi Finals

Game 1: 1st plays 2nd (Winner goes to Grand Final, Loser to Preliminary Final)

Game 2: 3rd plays 4th (Winner to Preliminary Final, Loser takes 4th place)

Preliminary Final

Game 3: Loser of Game 1 v Winner of Game 2 (Loser takes 3rd place)

Grand Final

Game 4: Winner of Game 1 v Winner of Game 3

INJURY TIME FOR SEMI-FINALS, PRELIMINARY FINAL AND GRAND-FINAL

72. Injury time and stoppages shall apply as per the current Rules of Netball.

FINAL SERIES: SCORES TIED AT FULL TIME & EXTRA TIME

73. There shall be a 2 minute interval at the end of full time.

74. Extra time shall consist of two halves of 7 minutes each, with an interval of one minute at half time. Teams shall change ends as per the Rules of Netball. At the commencement of extra time the centre pass shall be taken by the team entitled to the next centre pass.

75. Substitutions and changes may be made as allowed for in the Rules of Netball

76. In the event of a tie remaining at the end of extra time, the umpire will indicate that play will continue until one team achieves a two goal lead. Teams will not change ends.