

ILLAWARRA DISTRICT NETBALL ASSOCIATION

RULES OF COMPETITION

Section A – TEAMS AND PLAYERS

A.1 PURPOSE

These rules set down the local rules for the winter netball competition conducted by Illawarra Netball. These rules should be read in conjunction with the International Netball Federation's Rules of Competition, the Regulations and the Constitution of the Association.

A.2 CLUBS

A.2.1 GENERAL

Clubs are responsible for the management and control of their members during competition. As such, clubs are responsible for:

- (a) the registration of teams for the competition
- (b) the registration and de-registration of players throughout the season
- (c) the training of new junior and senior umpires
- (d) the appointment of appropriately qualified and/or experienced umpires to NetSetGo and Junior Competition games to which they have been allocated
- (e) the appointment of appropriately qualified and/or experienced umpires to their teams in the Intermediate competition
- (f) the behaviour of their players and their teams
- (g) the behaviour of their coaches
- (h) the behaviour of their umpires
- (i) the behaviour of their spectators
- (j) to keep registered members informed

There will be occasions when one or more representatives of clubs will be required by the Management Committee, at the competition venues; it is the Club's responsibility to ensure that such a request is responded to quickly.

A.3 PLAYERS

A.3.1 GENERAL

- (a) No player, except for players in the 14 years and/or the 15 years representative teams, shall be permitted to be members of more than one team in the competition.
- (b) Players must be registered on the on-line registration system prior to participating in a competition game.

- (c) The grading for a cadet or senior player shall be the grade of the team in which she last played in the previous three years of the competition.
- (d) Where a senior player has not played in an Association competition in the previous three (3) years but has played in Metro League 1, 2, 3, its equivalent, or a higher level of competition, that player shall only be permitted to play in the Premier League competition in the first year in which she plays in the Senior Competition.
- (e) Where a senior player has not played in any competition under the control of Netball Australia or any State or District Association in the previous three (3) years she shall be eligible to register in any grade.
- (f) Where an Intermediate or a Cadet Player has gained selection in a Netball NSW state representative team, that player shall only be permitted to play Premier League or A1 in the first year out of Intermediates.
- (g) A player shall not be permitted to register with a senior team that has been graded more than two (2) grades below her previous grading if that grading was Premier League to A4.

A.3.2 PLAYERS WITH DISABILITIES

A Club may make an application to the Management Committee for a netta or junior player with a disability to be regraded into a younger age group. Documentation associated with the disability to be provided with the application. This regrading will apply to the age group and grade in which the player would play, not the registration fee that the player would be required to pay.

Should a player be regraded, as the result of a disability, then that player may not be borrowed by any team within the club.

A.3.3 NSW PREMIER LEAGUE PLAYERS

- (a) A player registered to play in the Netball NSW Premier league, or higher level competition, shall only be permitted to play in Illawarra's Premier League Competition, unless otherwise approved by IDNA Management Committee.

A.3.4 METRO LEAGUE PLAYERS

- (b) A player, playing in the Netball NSW Metro league 1, 2 or 3 competition, shall only be permitted to play in Illawarra's Premier League, or higher, unless otherwise approved by IDNA Management Committee.
- (c) A player playing in the Netball NSW Metro League 4, 5 or 6 competition shall only be permitted to play in the Illawarra Netball Senior A grade or higher competition in the year in which they play Metro League, unless otherwise approved by IDNA Management Committee.

A.3.5 MOVEMENT OF PLAYERS

- (a) Any player wishing to register with a club other than the club with which they were registered in the previous year, must apply for permission for a clearance through her club from the previous year.
- (b) Any player wishing to move from one team to another team in the same club must apply for permission to move through her club. The club shall make an application to the Management Committee, which may accept or reject the movement application.

- (c) If a player has been borrowed and moved to a higher graded team within a club, her previous record regarding being borrowed is wiped from the records.

A.3.6 IMPORT PLAYERS

- (a) Any player that has been selected in a Junior State Titles Representative team shall be referred to as an “Import Player”.
- (b) No Import Player may register with a club other than the club with which they were registered at the time of their selection, without approval from the Management Committee.
- (c) No Club will be permitted to register any more than 2 new Import Players per team, each season.
- (d) In exceptional circumstances a player may appeal to the Management Committee to be exempt from the import Registration limitations.

A.3.7 DEREGISTERED PLAYERS

A.3.7.1 General

- (a) A player is not considered as having been de-registered from a team until the Club has forwarded a written request for deregistration of the player to the Illawarra Netball Secretary.
- (b) Any player deregistered from a team after teams have been graded will not be allowed to play in a lower graded team from another Club during that competition without the permission of the Management Committee.
- (c) Any player deregistered from a team after the team has been graded will not be allowed to play for that team or any team in their Club that has a lower grading.
- (d) Any player receiving a partial or full refund of fees paid will not be permitted to play in that competition without re-registering as a player.

A.3.7.2 Player Registration Refunds

- (a) Where a player has requested to be de-registered prior to the third (3rd) competition game and that player has not participated in any game up to that time, a refund of the Illawarra Netball component of the registration fee will be considered.
- (b) Where a request for a player to be deregistered is received after the player has played in any competition game, no refund will be given, but the player will be removed from the playing roster of the team in which she was registered.

A.4 NETSETGO SKILLS PLAYERS

- (a) Players to be involved in the NetSetGo Skills Program must be registered through a Club.
- (b) Players in the NetSetGo Skills Program cannot be borrowed by a team competing in the NetSetGo Competition.
- (c) Players from the NetSetGo Competition cannot participate in the NetSetGo Skills Program.
- (d) Players in the NetSetGo Skills Program do not require a playing uniform of the club with which they have been registered.

A.5 PLAYER UNIFORMS

A.5.1 Acceptance of Uniform Colours and Design

- (a) Clubs must submit photographs or graphical representations of all proposed colours and the design of the uniform to be used by the club to the Management Committee for approval. No uniform is to be used by a club until it has been accepted by the Management Committee and written notification has been received from Illawarra Netball.
- (b) Clubs must submit photographs or graphical representations of all proposed changes to colours and/or the design of the uniform to be used by the club to the Management Committee for approval. No uniform is to be used by a club until it has been accepted by the Management Committee and written notification has been received from Illawarra Netball.

A.5.2 Requirements of Playing Uniforms

- (a) General requirements for uniforms:
 - (i) A bodysuit conforming to club colours
 - (ii) A Dress type uniform conforming to club colours
 - (iii) A uniform submitted by the Club and approved by the Management Committee.
 - (iv) Shoes must be of sports shoe type with a non- marking sole.
- (b) For Dress type uniforms full sports briefs or short bike pants in the approved club colours, or a dark colour, and not visible below the hemline of the dress, must be worn.
- (c) Male players must wear a club shirt and club coloured shorts as approved by the Management Committee.
- (d) Players in a junior team, 12 years or under, playing during inclement weather are permitted to wear Track Suit pants and tops or long sleeved tops under their uniform.
- (e) It is the responsibility of the Club officials to ensure their players are correctly dressed.
- (f) Pins are not to be used in any part of the uniform.
- (g) Any item which may be considered dangerous must not be worn.
- (h) Where a uniform has to be changed because of blood suitable netball attire can be worn.
- (i) Any variation to a club's uniform for a player based on religious or medical grounds must be submitted to the Management Committee for authorisation to allow the modified uniform to be worn. A separate submission must be made for each player requiring a variation to the uniform. Submissions must be lodged for each new competition.
- (j) Gloves must not be worn by players unless an appropriate medical certificate detailing why gloves must be worn, is approved by the Management Committee.
- (k) A team uniform must be the same style

A.6 PLAYER'S RESPONSIBILITIES

- (a) No player is permitted to play whilst wearing a plaster cast or hard splints/apparatus.
- (b) No player is permitted to play whilst wearing gloves. The exception to this would be based on a Doctor's letter providing Medical reasons for the need to wear gloves and approval by the Management

Committee for that player to wear gloves. An authorised copy of such approval must be available prior to commencement of play each week. Wedding rings and long nails are not considered valid medical reasons.

- (c) As per the All Australia Rules for Netball, no player shall take the court with any form of body jewellery, or wearing one or more rings. The only exception to this is that a wedding band may be worn if it is not possible to remove the ring and it is suitably and adequately taped to ensure that it will not cause injury to any player, including the wearer.
- (d) Any player wishing to play while wearing glasses of any type does so at their own risk. Glasses must be held on by a suitable strap to ensure that they remain secure and to minimise injury to any player.
- (e) Any player who has had a serious illness/injury or an operation must produce a Doctor's Certificate of clearance to be given to the player's coach before resuming play.
- (f) Any player who has suffered concussion, must adhere to Netball Australia's concussion policy.

ILLAWARRA DISTRICT NETBALL ASSOCIATION

RULES OF COMPETITION

Section B – UMPIRES

B.1 PURPOSE

These rules set down the local rules for the winter netball competition conducted by Illawarra Netball. These rules should be read in conjunction with the International Netball Federation's Rules of Competition, the Regulations and the Constitution, of the Association.

B.2 DEFINITIONS

- Junior Umpire must turn 12 years of age, or older, by 31 December in their first year as a Junior Umpire.
- Senior Umpire an Umpire who is 15 years of age or older but does not have a National Umpires Badge, or a Nationally Badged Umpire of any age, allocated by their Club to a Junior Game.
- Duty Umpire an Umpire who is 15 years of age, or older, but does not have a National Umpires Badge, or a Nationally Badged Umpire of any age, provided by a team to fulfil their Umpiring Duty for the 1.30pm and 3.00pm timeslots, as allocated to the team.
- Badged Umpire an Umpire that has gained a National Umpires Badge

B.3 UMPIRES

B.3.1 COMMUNICATIONS

Each Club is to nominate an Umpire's Convenor who shall be the Association's point of contact for umpiring matters within the Club and between Illawarra Netball and The Club.

B.3.2 PROVISION OF UMPIRES

B.3.2.1 General

- (a) For all umpires, be they Junior Umpires, Senior Umpires or Duty Umpires, before they are allowed to Umpire a game they must undertake, and pass (minimum 70%), the Rules of Netball Theory Umpires Exam
- (b) The initial development of umpires is the responsibility of the Affiliated Clubs of Illawarra Netball. They must create and implement development programs for new Junior and Senior umpires and undertake the development of these umpires to a stage where they feel confident enough to umpire a game of netball.
- (c) Once umpires are competent and confident they are given the option of being coached by the Umpires Committee with the aim of being badged for their National 'C' Umpires Badge.
- (d) For Junior Umpires the pathway is detailed in the Junior Umpires Mentoring Program (JUMP) which becomes a fast-track program for Junior Umpires to gain their National 'C' Badge.

- (e) For Senior Umpires the pathway is detailed in the Senior Umpires Program (SUP) which is available to all competent umpires as the Program for attaining a National 'C' Badge or 'B' Badge.

B.3.2.2 NetSetGo Umpires

- (a) Where a Club has registered one, or more, teams in the NetSetGo Competition they must also be able to provide a capable umpire for that team.
- (b) Minimum age of 16 years and/or Badged for NetSetGo umpires. It is the club's responsibility to ensure that the umpires they provide are competent, aware of the Rules of the game and the NetSetGo Rules.
- (c) The failure of a Club to meet their umpiring obligations for their NetSetGo Teams may result in action being taken by the Umpires Committee.

B.3.2.3 Umpires

B.3.2.3.1 Junior Umpires

- (a) Each club is to provide to the Umpire's Co-Ordinator, prior to the start of competition, a list of new Junior Umpires to be utilised by the Club throughout the season.
- (b) Clubs are to create, and implement a training program for their new junior umpires and provide details of the program to the Umpire's Co-Ordinator.
- (c) Clubs are to document and implement a screening process whereby new umpires demonstrate to their club that they have the basic skills and knowledge necessary to umpire a junior game of netball.
- (d) New Junior Umpires are not to be allocated by their clubs to A or B graded junior games.
- (e) Where an umpire is unavailable for their game, it is the responsibility of their club to arrange for a substitute umpire and advise the Umpires Co-Ordinator of such changes prior to the start of play each Saturday morning.

B.3.2.3.2 Experienced Junior Umpires

- (a) Each club is to provide to the Umpire's Co-Ordinator, prior to the start of competition, a list of those experienced Junior Umpires to be utilised by the club throughout the season.
- (b) Experienced Junior Umpires may be used on 10A, 11A, 12B and 12A games, or any game that a new Junior Umpire may be allocated to, at the discretion of the Umpires Committee
- (c) Where an allocated junior umpire is unavailable for their game, it is the responsibility of their Club to arrange for a substitute umpire and advise the Umpires Co-Ordinator of such changes prior to the start of play each Saturday morning.

B.3.2.3.3 JUMP Umpires

- (a) Each club is to provide to the Umpire's Co-Ordinator, prior to the start of competition, a list of their experienced Junior Umpires, their experience and credentials, deemed as suitable for consideration as a member of the JUMP Program.
- (b) Umpires accepted into the JUMP Program will be under the guidance and mentoring of the Umpires Committee.
- (c) Umpires in the JUMP Program may be required to umpire Cadet and Senior competition games while being supervised by members of the Umpires Committee.

- (d) Jump umpires who obtain their National Badge, will be allocated to Cadet games for further mentoring.

B.3.2.4 Intermediate Umpires

- (a) Clubs must provide a competent umpire for each Intermediate Team that they register. The umpires should have umpiring skills commensurate with the grade of the team that they are umpiring.
- (b) The umpire allocated to a team must not be a member of the coaching staff for that team.
- (c) Any team failing to provide an umpire must forfeit their game and pay the umpire who is present at the game.
- (d) All umpires for Intermediate A1 games must be nationally badged umpires.

B.3.2.5 Duty Umpires

- (a) Teams competing in the Senior competition may be allocated Umpiring Duty. This allocation is done by the Umpires Committee.
- (b) Duty Team umpires must sign on at the Umpires Room no later than 10 minutes prior to the scheduled start time of the game.
- (c) Duty Umpires must have passed the Rules of Netball Theory Umpires Exam, and provide evidence of the exam pass, before being allocated to duty. Failure to provide evidence of a pass will be treated as if the umpire had not reported in and signed on, thus resulting in fines and penalties.
- (d) Teams required for umpiring duty will have two representatives ready to umpire. These representatives may, or may not, be required to umpire but must remain at the Duty Room until they have been dismissed by the Umpires Committee Duty Umpire.
- (e) May use replacement Umpires of suitable standard, and have not be allocated to umpire by the Umpire's Committee.
- (f) Duty Teams may utilise Nationally Badged Umpires from their club to fulfil their umpiring duties. In such instances the umpire will be treated as a Duty Umpire with respect to the games they are allocated.
- (g) Capping of fees paid to umpires will be \$40 per maximum, this is a total of \$25 from the team being umpired and an additional fee of no more than \$15 to be paid from another player or team for the service of umpiring a game (senior) in accordance with the requirements of duty umpiring

B.3.2.6 Badged Umpires

- (a) Nationally Badged umpires may be classified as Illawarra Umpires.
- (b) As an Illawarra Umpire, badged umpires may be allocated to games under their own name based on their umpiring skills and abilities and as such may be allocated to Premier League and A1 games involving teams from the club with which they are registered.
- (c) The Umpires Committee is responsible for the allocation of Umpires to games and, as such, they are not required to provide reasons or justification regarding the allocation of umpires.

B.4 UMPIRES DRESS CODE

B.4.1 JUNIOR UMPIRES UNIFORM

Rules of Competition - Section B – Umpires

All Junior Umpires shall be dressed in whites or their club uniform.

Umpires who are in the Jump Program will be required to wear the JUMP Program T-Shirt when umpiring as a JUMP Umpire and at any presentations.

B.4.2 INTERMEDIATE, DUTY & SENIOR UMPIRES UNIFORM

All Umpires shall be dressed in whites or club uniform.

ILLAWARRA DISTRICT NETBALL ASSOCIATION

RULES OF COMPETITION

Section C – COMPETITION

C.1 PURPOSE

These rules set down the local rules for Netball competitions conducted by Illawarra Netball. These Rules should be read in conjunction with the International Netball Federation's Rules of Competition, the Regulations and Constitution of the Association.

C.2 COMPETITION RULES

C.2.1 GENERAL

- (a) Each team shall have a maximum of 12 registered players
- (b) The competition shall be controlled by the Management Committee
- (c) All NetSetGo and Junior games shall be played at Fred Finch Park Berkeley and/or Guest Park Fairy Meadow
- (d) All Intermediate, Cadet and Senior games shall be played at Fred Finch Park Berkeley.
- (e) No Competition matches will be played:
 - Easter Saturday
 - Anzac Day
- (f) Each team shall pay the umpire the amount specified by the Management Committee, before the start of the game
- (g) The scoring of games is the responsibility of team Officials. The winning team is responsible for the return of the Score Sheet to the Duty Room at the completion of the game
- (h) The playing position of each player for each quarter shall be identified on the score sheet before the score sheet is returned to the Duty Room
- (i) Games shall finish in time to permit the following game to commence at the specified time

C.2.2 GRADING OF TEAMS

- (a) The grading of teams shall be conducted after the close of Team Registrations but before the start of the winter competition on dates decided by the Management Committee
- (b) Teams shall be graded at an initial grading meeting of the Management Committee.
- (c) Each Team will be graded according to the information provided on the Team Registration Form and results from previous competitions. Teams may be required to attend a visual grading
- (d) Final grading meeting will be held with Management Committee plus 1 delegate and 1 observer from each club, to discuss any reviews and finalise grading.
- (e) Team grading lists will be posted on IDNA Website

C.2.3 RE-GRADING OF TEAMS

- (a) There will be no regrading of teams

C.2.4 START AND FINISH OF PLAY

- (a) Start of play for each time slot:
 - (i) Games shall not start before the Control Room indicates that play for that time slot can commence. The actual start of play for any individual game shall be indicated by the umpires for that particular game
 - (ii) A game cannot be started by the umpires until both teams have at least five (5) players on the court
 - (iii) If after five (5) minutes from the indicated start of play from the control room, one team fails to have at least five (5) players on the court then that team shall forfeit the game. This shall be deemed an un notified forfeit
 - (iv) If after five (5) minutes from the indicated start of play from the control room. Neither team has at least five (5) players present the game shall be abandoned. This shall be deemed as an un notified forfeit for both teams
- (b) End of play for each time slot:
 - (i) Games shall finish in time to permit the following game to commence at the specified time even if through starting late or an injury occurring, the game does not run the full time
 - (ii) The Control Room shall indicate to umpires that play is to cease for all games but umpires shall indicate the end of play for each game

C.2.5 UMPIRES

- (a) Provision of Umpires by Clubs – Refer to Section B of the Rules of Competition
- (b) Allocation of Umpires to games – refer to Section B of the Rules of Competition
- (c) Payment of Umpires – umpires are to be paid prior to the start of the game
- (d) Payment of Umpires – each umpire shall be paid the amount specified by the Management Committee. Capping of fees paid to umpires will be \$40 per maximum, this is a total of \$25 from the team being umpired and an additional fee of no more than \$15 to be paid from another player or team for the service of umpiring a game (senior) in accordance with the requirements of duty umpiring

C.2.6 COACHING DURING GAMES

- (a) Coaching is not permitted from the goal lines
- (b) Coaches must remain in the centre third when coaching
- (c) Coaches are not to direct play. If an umpire is of the opinion that a Coach, or any other person, is directing play then the team may be penalised by the umpire
- (d) Coaching by the designated Team Coach for NetSetGo Teams shall be permitted from the full length of the sideline but not the goal lines

C.2.7 BORROWING OF PLAYERS

C.2.7.1 General

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- (a) The borrowing of a player registered with the same club from a lower grade or division to play in a higher grade or division shall be permitted
- (b) The borrowing of a player from another club is not permitted, except for NetSetGo, 8years and 9years only
- (c) Teams shall record all relevant details of borrowed players on the score sheet
- (d) A team member may take the court as a substitute for a borrowed player, at the appropriate time. The borrowed player may then be used as a further substitute for that same team if there is an injury/illness occurring later in that game.

C.2.7.2 NetSetGo Teams 8 years and 9 years

- (a) In the NetSetGo Competition there is no limit on the number of times that a player may be borrowed.
- (b) Age restrictions do apply to the borrowing of NetSetGo Players. Players who are nine (9) years of age in the year of play are not permitted to play in an eight (8) year old team.
- (c) A NetSetGo player who is borrowed by a 10 years or older team is subject to the rules regarding the borrowing of players.
- (d) NetSetGo Teams are able to borrow players from any Club within the NetSetGo age divisions. Rule C.2.7.2. (b) applies.

C.2.7.3 Junior Teams 10 years to 12 years

- (a) A team may borrow a maximum of two (2) players on any Competition day. Any team borrowing more than 2 players shall be fined and lose any competition points gained from that game
- (b) Minimum age for a borrowed player to participate in Junior (10 to 12 years) games is 8 years of age, as at 31 December in the year of play
- (c) A player selected in the 12 years Representative Team is not to be borrowed by a club team until after the Junior State Titles have been completed

C.2.7.4 Intermediate Teams 13 years to 15 years

- (a) A team may borrow a maximum of two (2) players on any Competition day. Any team borrowing more than 2 players shall be fined and lose any competition points gained from that game
- (b) Minimum age for a borrowed player to participate in Intermediate games is 11 years of age, as at 31 December in the year of play
- (c) A player selected in a Junior State Titles team is not to be borrowed by a club team until after the Junior State Titles have been completed

C.2.7.5 Cadet Teams 16 years and 17 years

- (a) A team may borrow a maximum of two (2) players on any Competition day. Any team borrowing more than 2 players shall be fined and lose any competition points gained from that game
- (b) Minimum age for a borrowed player to participate in a Cadet game is 13 years of age, as at 31 December in the year of play

C.2.7.6 Senior Teams 18 years and Over

- (a) A team may borrow a maximum of two (2) players on any Competition day. Any team borrowing more than 2 players shall be fined and lose any competition points gained from that game
- (b) Minimum age for a borrowed player to participate in a senior game is 14 years of age, as at 31 December in the year of play
- (c) Players in a team playing Cadet A may only be borrowed by teams playing Premier League or Senior A1 to A4 grade
- (d) Players in a team playing Cadet B and Cadet C may be borrowed by teams playing any senior grade

C.2.7.7 Number of Times a Player Can Be Borrowed

- (a) A player may be borrowed three (3) times without any impact on the team with which they are registered
- (a) When a player is borrowed for a fourth time the Club is to nominate into which team the player will be transferred, the chosen team is to be selected from the four teams in which the player has been borrowed.

C.2.7.8 Borrowing Players for Visual Grading

Players shall not be borrowed for visual grading.

C.2.7.9 Borrowing Players for Finals Series

Refer to Finals Series, Section F

C.2.8 COMPLAINTS ARISING FROM A GAME

Refer to Regulation 8 – Judiciary for processes and procedures

C.3 COMPETITIONS

C.3.1 NETSETGO COMPETITION

- (a) All NetSetGo Competition games shall be played in accordance with the Rules of Netball as published by the INF except where modified by the NetSetGo Rules and any local rules specified by the Management Committee
- (b) All regular competition games shall be played on Saturday
- (c) Players must be between six (6) and nine (9) years of age at the 31 December when registered in a NetSetGo team. Refer also to Clause A3.2 regarding Players with Disabilities
- (d) Players who turn nine (9) years of age in the year of play are not permitted to play in an eight (8) year old team. Refer also to Clause A3.2 regarding Players with Disabilities
- (e) NetSetGo games consist of 4 x 10 minute quarters with a 3-minute break at quarter time and three-quarter time, and a 5 minute break at half time
- (f) The timing of games is the responsibility of the team Officials
- (g) Time off for injuries is permitted. The rules regarding injury time do not apply
- (h) All players are required to change positions at half-time. Players should be substituted into either only attack positions or only defence positions for the duration of the game
- (i) Each team shall provide a size 4 netball suitable for use in the game

C.3.2 JUNIOR COMPETITION

- (a) All Junior Competition games shall be played in accordance with the Rules of Netball as published by the INF except where modified by local rules determined by the Association
- (b) The Junior Competition shall consist of at least two (2) rounds of competition followed by Semi-finals, Finals and Grand Finals
- (c) All regular competition games shall be played on Saturday
- (d) Players must be between eight (8) and twelve (12) years of age at the 31 December when registered in a Junior Team. Refer also to Clause A3.2 regarding Players with Disabilities
- (e) Junior games consist of 4 x 12 minute quarters with a 3-minute break at quarter time and three-quarter time, and a 5-minute break at half time
- (f) The timing of games is the responsibility of the team Officials
- (g) Injury time is permitted in accordance with the INF Rule
- (h) Each team shall provide a size 5 netball suitable for use in the game
- (i) Wet Weather games to be advised by Management Committee

C.3.3 INTERMEDIATE COMPETITION

- (a) All Intermediate Competition games shall be played in accordance with the Rules of Netball as published by the INF except where modified by local rules determined by the Association
- (b) The Intermediate Competition shall consist of at least two (2) rounds of competition followed by Semi-finals, Finals and Grand Finals
- (c) All regular competition games shall be played on Saturday
- (d) Start time for all games to be determined by the Management Committee
- (e) Players must be between eleven (11) and fifteen (15) years of age at the 31 December when registered in an Intermediate Team
- (f) Intermediate games consist of 4 x 12 minute quarters with a 3-minute break at quarter time and three-quarter time, and a 5-minute break at half time. Each quarter shall start and finish with a hooter sounded from the Duty Room
- (g) Injury time is permitted in accordance with the INF Rules
- (h) Each team shall provide a size 5 netball suitable for use in the game
- (i) Where possible, Intermediate A1 games shall be played indoors
- (j) Wet Weather games to be advised by Management Committee

C.3.4 CADET COMPETITION

- (a) All Cadet Competition games shall be played in accordance with the Rules of Netball as published by the INF except where modified by local rules determined by the Association
- (b) The Cadet Competition shall consist of at least two (2) rounds of competition followed by Semi-Finals, Finals and Grand Finals
- (c) All regular competition games shall be played on Saturday

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- (d) Players must be between thirteen (13) and seventeen (17) years of age at the 31 December when registered in a Cadet Team
- (e) Cadet games consist of 4 x 15 minute quarters with a 3-minute break at quarter time and three-quarter time, and a 5-minute break at half time. Each quarter shall start and finish with a hooter sounded from the Duty Room
- (f) Injury time is permitted in accordance with the INF Rules
- (g) Each team shall provide a size 5 netball suitable for use in the game
- (h) Wet Weather games to be advised by Management Committee

C.3.5 SENIOR COMPETITION

- (a) All Senior Competition games shall be played in accordance with the Rules of Netball as published by the INF except where modified by local rules determined by the Association
- (b) The Senior Competition shall consist of at least two (2) rounds of competition followed by Semi-Finals, Finals and Grand Finals
- (c) All regular competition games shall be played on Saturday
- (d) Players must be fifteen (15) years of age or older at the 31 December in the year of registration when registered in a Senior Team. This does not apply to Illawarra Representative Teams playing in the senior competition by invitation
- (e) Senior games consist of 4 x 15 minute quarters with a 3-minute break at quarter time and three-quarter time, and a 5-minute break at half time. Each quarter shall start and finish with a hooter sounded from the Duty Room
- (f) Injury time is permitted in accordance with the INF Rules
- (g) Each team shall provide a size 5 netball suitable for use in the game
- (h) Where possible, Premier League and Senior A1 competition games shall be played indoors
- (i) Wet Weather games to be advised by Management Committee

C.3.6 ADVERSE WEATHER

C.3.6.1 Transfer of NetSetGo/Junior Games On Any Day

For any competition round, where court conditions are considered to be unsuitable for playing Netball at Guest Park, the Management Committee may transfer some, or all, of the games from Guest Park to Fred Finch Park

C.3.6.2 Abandonment Of NetSetGo/Junior and/or Intermediate and/or Cadet/Senior Games On Any Day

- (a) Where the Management Committee considers that the weather conditions prior to the start of play are unsuitable for playing netball for NetSetGo/Junior games and/or Intermediate games and/or Cadet/Senior games, they may abandon games for specific grades on that day. If time permits, an announcement advising the abandonment shall be made by way of all available Media
- (b) For any game, where play has commenced and play has been abandoned the results shall be as follows:
 - (i) If play ceases before half-time, the result of the game shall be declared abandoned
 - (ii) If play ceases at or after half-time, the result of the game shall be taken on the score at the time the game was abandoned

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- (c) For Junior Games, where play at one venue, for a time slot, has been abandoned before half-time then no points are to be awarded to teams playing at the same timeslot at the other venue, irrespective of whether or not the games have been played

C.3.6.3 Stopping Play for Individual Time Slots

- (a) Where weather conditions prior to, or during any timeslot are considered to make play unsafe, a decision to abandon play for that timeslot may be made by the Management Committee.

ILLAWARRA DISTRICT NETBALL ASSOCIATION

RULES OF COMPETITION

Section D – CONTROL OF GAMES

D.1 PURPOSE

These rules set down the local rules for Netball competitions conducted by Illawarra Netball. These Rules should be read in conjunction with the International Netball Federation's Rules of Competition, the Regulations and Constitution of the Association.

D.2 DUTY TEAMS

D.2.1 GENERAL

- (a) Cadet and Senior Grades that have a Bye in the draw are not required to do duty on that day
- (b) Cadet and Senior Grades that do not have a Bye in the draw will be required to do Canteen, or Umpiring Duty for the timeslot when they do not play
- (c) Teams rostered for Canteen or Umpiring Duty must have the specified number of players present, in clothing, as specified in Section B for umpiring, no less than ten (10) minutes prior to the scheduled start time for the appropriate Saturday afternoon games
- (d) All Duty Players must sign the Duty Book, before the start of the timeslot for which they have duty
- (e) Failure to sign the Duty Book as required above will incur a fine/s as well as the loss of one (1) Competition Point per player not in attendance
- (f) Fines will be incurred for each player from a Duty Team for not fulfilling their duty

D.2.2 CANTEEN DUTY RESPONSIBILITIES

D.2.2.1 Junior and Intermediate Timeslots - Clubs

A club will be allocated Canteen Duty at the Berkeley and Fairy Meadow Courts each competition day. When a club is allocated such Duty the Club shall be permitted to conduct fund-raising activities. Any activities to be undertaken are to be advised to the Association by Wednesday before the event.

D.2.2.2 Cadet and Senior Teams

For teams allocated Canteen Duty:

- (a) Each team must have at least two (2) team representatives in the Canteen at all times.
- (b) All team representatives must be at least fifteen (15) years of age

D.2.3 UMPIRING DUTY RESPONSIBILITIES

Teams undertaking Umpiring Duty:

- (a) Shall fulfil all commitments as allocated by the Umpires Convenor

Rules of Competition –D – Control of Games

- (b) All players allocated to umpiring duty by their team must have passed the Rules of Theory Netball Umpires Exam and provide a copy of their pass certificate to their club
- (c) Players not allocated to umpire a game shall be required to remain and be available to umpire until dismissed by the Umpires Committee representative
- (d) May use replacement Umpires of appropriate age and suitable standard and have not been allocated to umpire by the Umpire's Committee
- (e) May utilise Nationally Badged Umpires from their club to do their umpiring duties, if not already allocated by the Umpires Committee. In such instances the umpire will be treated as a Duty Umpire with respect to the games they are allocated
- (f) All players required to umpire must provide their own equipment
- (g) Umpires must ensure all Score Sheet particulars have been entered by each team

D.3 UMPIRES

- (a) All badged umpires officiating at a game are required to:
- (b) Have a current "Working with Children Check" clearance with IDNA.
- (c) Comply with the clothing requirements specified in Section B
- (d) Wear footwear appropriate for umpiring
- (e) Report to Umpires Duty Room at least ten (10) minutes prior to the start time of the game they are required to officiate at
- (f) Ensure that for the game, each team has a scorer (if they so desire) located together, in the centre third, where necessary, a timekeeper also located in the centre third
- (g) Ensure that there are 2 umpires for the game, prior to commencing the game
- (h) Check the score sheet at the completion of the game, enter the final result of the game and print name

All duty team umpires officiating at a game are required to:

- (a) Comply with the clothing requirements specified in Section B
- (b) Wear footwear appropriate for umpiring
- (c) Report to the Umpires Duty Room at least ten (10) minutes prior to the start time of game they are required to officiate at
- (d) Ensure that for the game, each team has a scorer (if they so desire) located together, in the centre third, where necessary, a timekeeper also located in the centre third
- (e) Ensure that there are 2 umpires for the game, prior to commencing the game
- (f) Check the score sheet at the completion of the game, enter the final result of the game and print name

D.4 SCORE SHEETS

- (a) The score sheet for each game is to be collected from the Duty Room by a representative from one of the competing teams
- (b) Prior to the start of the game, each team must, list the playing positions of those players starting the game. Any player starting the game but not shown on the scoresheet should also be recorded, along with their playing position

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- (c) The playing position of each player for each quarter shall be identified on the score sheet before the score sheet is brought back to the Duty Room
- (d) The full name of all borrowed players, or any player not printed on the scoresheet, that participate in a game are to be legibly recorded on the score sheet prior to their participation
- (e) Any injury or illness occurring during a game is to be recorded on the back of the scoresheet.
- (f) The Captains of both teams, Scorer and Umpires are to sign the score sheet at the end of the game
- (g) A team claiming an un-notified forfeit shall have the umpires for the game complete and sign the score sheet, noting on the score sheet that the game is an un-notified forfeit, and then return the score sheet to the duty room
- (h) The winning team is responsible for the return of the Score Sheet to the Duty Room at the completion of the game
- (i) Where a score sheet has not been returned to the Duty Room at the end of the game, the score sheet must be returned to the Association Office by 2.00pm on the Tuesday following the game; failure to do so will result in no points being awarded for the game

D.5 FORFEITS

- a) Any team giving more than three (3) forfeits (Notified or Un-notified) in a Competition shall be withdrawn from the Competition and the Club will be invoiced accordingly
- b) The team, or players, shall be required to pay an amount equal to the total of all fines incurred. Should a team not pay the required amount then all players registered in the team will be un-financial
- c) Any team wishing to forfeit a game must notify the relevant Result Secretary by 6.00pm on the evening prior to the game. Contact details of the result secretaries are given on the IDNA Web Site
- d) forfeits must be passed via the club, to the Results Secretary, the results secretary will advise the appropriate duty committee member and umpires committee
- (e) Teams receiving a **NOTIFIED FORFEIT** are not required to forward a Score Sheet
- (a) Once a game has commenced, should a team be unable to complete a game due to insufficient players on court, that team shall be deemed to have lost the game, however, such early termination of the game shall not constitute a forfeit of the game by the offending team

D.6 PAYMENT OF FINES BY TEAMS WITHDRAWN FROM THE COMPETITION

- (a) The registered players of a team that has been withdrawn from the competition due to forfeits shall be required to pay an amount equal to the total of all fines incurred up until the time that the team has been withdrawn
- (b) All players registered with a team that has been withdrawn from the competition shall be deemed to be un-financial until such times as the team has paid all outstanding fines
- (c) Where a team has not paid outstanding fines, a player will not be registered until they have paid not less than one seventh (1/7) of the accrued fines of their team

D.7 DEFERRED GAMES

If a player or team official is representing Illawarra Netball or Netball NSW at a representative level during the **FINAL SERIES**, and, that player or official is unable to be present at the scheduled time of the game because of

Rules of Competition –D – Control of Games

this representation, then the club may make an application for that game to be deferred. Where a deferred game has been granted details of the game will be determined by the Management Committee

No deferred game shall be scheduled so as to disadvantage the other team involved in the game

ILLAWARRA DISTRICT NETBALL ASSOCIATION RULES OF COMPETITION

Section E – POINTS, PENALTIES and FINES

E.1 PURPOSE

These rules set down the local rules for Netball competitions conducted by Illawarra Netball. These Rules should be read in conjunction with the International Netball Federation's Rules of Competition, the Regulations and Constitution of the Association.

E.2 POINTS

- (a) Competition points shall not be awarded for NetSetGo games. Results, however, will be recorded for the purpose of future grading of players and teams.
- (b) Competition points for Junior, Intermediate, Cadet and Senior games shall be awarded in accordance with the following:
 - Winning a game: 2 points
 - Losing a game: 0 points
 - Playing a drawn game: 1 point
 - Receiving a Bye: 0 points
 - Receiving a forfeit: 2 points
- (c) Where an individual game is abandoned prior to half time due to injuries and other games at that venue proceed then the opposing team in the abandoned game shall receive competition points for that game
- (d) A team set down to play a team who has withdrawn from the Competition shall receive 2 competition points, unless games have been abandoned due to adverse weather conditions

E.3 PENALTIES AND FINES

Penalties and Fines are issued in accordance with the current Penalties, Fines and Fees document. This document is updated annually, prior to the commencement of the competition. An updated document is provided to clubs prior to the commencement of the competition.

E.3.1 PENALTIES AND FINES

- (a) FAILURE TO FULFIL DUTY REQUIREMENTS – Fine per player per time slot not present plus loss of 1 competition point per player not in attendance
- (b) FAILURE TO FULFIL UMPIRING DUTY – Fine per player per game not covered plus loss of 1 competition point per player not in attendance
- (c) PLAYING AN UNREGISTERED PLAYER – Game result recorded as a loss for the offending team plus a fine
- (d) PLAYING AN ILLEGAL PLAYER – Game result recorded as a loss for the offending team plus a fine

Rules of Competition – E – Points, Penalties and Fines

- (e) PLAYING AN INELIGIBLE PLAYER – Game result recorded as a loss for the offending team plus a fine
- (f) PLAYING UNDER ANOTHER PLAYER’S NAME – Game result recorded as a loss for the offending team plus a fine
This will be considered to be misconduct resulting in disciplinary action being taken against the player concerned, with the option of disciplinary action also being taken against the coach/manager, the team and the Club.
- (g) UNNOTIFIED FORFEIT – Fine
- (h) BORROWING RULE INFRINGEMENT – Game result recorded as a loss for the offending team plus a fine
- (i) FAILURE TO RECORD A BORROWED PLAYER ON THE SCORESHEET – Game result recorded as a loss for the offending team plus a fine
- (j) SUBSTITUTION RULE INFRINGEMENT – Game result recorded as a loss for the offending team plus a fine.
- (k) BORROWING A PLAYER FOR GRADING – Fine.
- (l) INCORRECT BORROWING OF A PLAYER FOR FINALS SERIES – Game result recorded as a loss for the offending team plus a fine.
- (m) BORROWING MORE THAN 2 PLAYERS IN ONE GAME – Game result recorded as a loss for the offending team plus a fine.
- (n) Clubs failure to attend the minimum required number of council meetings will be fined.
- (o) Clubs failure to submit completed paperwork, as required by legislation, to IDNA, by the required date, will be fined.

E.3.2 APPEALING AGAINST PENALTIES AND FINES

- (a) An appeal may only be lodged against the validity of the penalty/fine, not the severity of the penalty/fine.
- (b) An appeal against a penalty or a fine imposed on a team for a competition infringement may be lodged by a club.
- (c) Such an appeal must be received by the Secretary within fourteen (14) days of receipt of the notification.

ILLAWARRA DISTRICT NETBALL ASSOCIATION

RULES OF COMPETITION

Section F – THE FINALS SERIES

F.1 PURPOSE

These rules set down the local rules for Netball competitions conducted by Illawarra Netball. These Rules should be read in conjunction with the International Netball Federation’s Rules of Competition, the Regulations and Constitution of the Association.

F.2 SEMI-FINALS, FINALS AND GRAND FINALS

F.2.1 GENERAL

- (a) All clubs must be financial to participate in the Final Series
- (b) There are no Semi-Finals, Finals or Grand Finals for the NeSetGo Competition
- (c) The Semi- finalists for each grade or Age Division shall be the four teams with the highest number of competition points
- (d) When two or more teams have the same number of competition points, placings will be decided through the application of the following equation for each team involved:

$\frac{\text{(Total goals scored)}}{\text{(Total goals against)}} \times \frac{\text{(100)}}{\text{(Matches Played)}}$
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The number of matches actually played includes a match a team has forfeited, but does not include a match where the team has received a forfeit.

Placings will be determined by the number calculated for each team. The highest number has the highest placing

- (e) The timing of games in the Finals series shall be the responsibility of the team Officials
- (f) Injury time is permitted as specified in the INF Rules of Netball
- (g) The scoring of the games is the responsibility of the team Officials
- (h) Each team shall provide a size 5 ball suitable for use in the game
- (i) Each team shall pay the umpires the amount specified
- (j) Where possible, Intermediate A1, Senior A1 and Premier League Semi Finals, Finals and Grand Finals, are to be played indoors
- (k) For the Finals series, if the scheduled games for the Intermediate and Senior competition are abandoned for the day by the Management Committee, games listed to be played indoors shall also be abandoned for that day

F.2.2 ELIGIBILITY TO PLAY IN THE FINAL SERIES

- (a) To be eligible to play in the Final Series, a player must have played at least three (3) games in their registered team during the round games. Games received as forfeits, games cancelled due to adverse weather conditions and any competition round where a team is required to do duty for both time slots are considered as played by all players registered prior to that date
- (b) Any team found playing an ineligible player in the final series will be considered to have lost that game and shall incur a fine
- (c) Only players from teams that have not, or will not compete in the Semi-Finals may be borrowed for the Finals Series, except by exceptional circumstances.
- (d) IDNA Management can have discretion to allow players who have participated in the, Final Series, and lost, play for another team , from their Club, if required
- (e) A player being borrowed in the Final Series may only take the court if the borrowing team is unable to have seven (7) of its registered players on the court. (Infringement is classed as forfeit – fine)

F.2.3 SEMI-FINALS

- (a) The playing order for the semi- finals shall be:

First Time slot	Minor Semi-Final = Third Place V's Fourth Place
Second Time slot	Major Semi-Final = First Place V's Second Place
- (b) Both the Minor and the Major Semi-Finals will be scheduled to be played on the first Saturday of the Finals series
- (c) The loser of the Minor Semi-Final will be eliminated
- (d) When goals scored are even at full time in a Semi Final, extra time shall be played to determine the winner shall be played in accordance with the following:
 - (i) There shall be a 2 minute interval at full time
 - (ii) Two 5 minute halves shall be played with a 1-minute break at half time.
 - (iii) Teams shall change ends at half-time.
 - (iv) The Centre pass is taken by the team entitled to the next Centre Pass
 - (v) During both these intervals, substitutions and/or team changes may be made
 - (vi) Should the score still be even, a toss for choice of centre pass or goal end is taken then play continues until one team has a two (2) goal lead
 - (vii) If after 10 minutes of play there is no result , then repeat (d) (i) and (ii) until a result is determined

F.2.4 FINALS

- (a) The Finals shall be contested by the loser of the Major Semi Final and the winner of the Minor Semi Final.
- (b) The loser of the Final will be eliminated.
- (c) When goals scored are even at full time in a Semi Final, extra time shall be played to determine the winner shall be played in accordance with the following:
 - (i) There shall be a 2 minute interval at full time
 - (ii) Two 5-minute halves shall be played with a 1-minute break at half time
 - (iii) Teams shall change ends at half-time
 - (iv) The Centre pass is taken by the team entitled to the next Centre Pass

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- (v) During both these intervals, substitutions and/or team changes may be made.
- (vi) Should the score still be even, a toss for choice of centre pass or goal end is taken then play continues until one team has a two (2) goal lead
- (vii) If after 10 minutes of play there is no result, then repeat (d) (i) and (ii) until a result is determined

F.2.5 GRAND FINALS

- (a) The Grand Final shall be contested by the winner of the Major Semi Final and the winner of the Final.
- (b) When goals scored are even at full time in a Grand Final, extra time shall be played to determine the winner shall be played in accordance with the following:
 - (i) There shall be a 2 minute interval at full time
 - (ii) Two 5-minute halves shall be played with a 1-minute break at half time.
 - (iii) Teams shall change ends at half-time.
 - (iv) The Centre pass is taken by the team entitled to the next Centre Pass
 - (v) During both these intervals, substitutions and/or team changes may be made.
 - (vi) Should the score still be even at the end of Extra Time then both teams shall be declared joint premiers.

F.3 TROPHIES AND AWARDS

F.3.1 NETSETGO Presentations

- (a) At the conclusion of the last game in each NetSetGo timeslot, all NetSetGo players will be presented with a Participation award.
- (b) Any NetSetGo teams that have a bye on the last round are required to attend the NetSetGo Presentations appropriate for their age group.

F.3.2 GRAND FINAL PRESENTATIONS

F.3.2.1 Junior And Intermediate Presentation Ceremony

A presentation Ceremony will be held at the conclusion of the Grand Finals for each time slot. At this ceremony:

- (a) Trophies will be presented to all players in the premiership winning team. Where there are joint premiers trophies will be provided to all players from both teams.
- (b) All players in the runners up team will receive an award.

F.3.2.2 Cadet and Senior Presentation Ceremony

A presentation Ceremony will be held at the conclusion of the Grand Finals. At this ceremony:

- (a) Trophies will be presented to all players in the premiership winning team. Where there are joint premiers trophies will be provided to all players from both teams.
- (b) All players in the runners up team will receive an award.

F.3.2.3 Premier League Presentation Ceremony

A presentation ceremony will be held at the completion of the Grand Final. This will be managed by the Management Committee:

Rules of Competition – F – The Final Series

- (a) The Val Curran memorial trophy will be presented to the captain of the winning team
- (b) A presentation will be made to the two officiating and reserve umpires
- (c) Trophies will be presented to all players in the premiership winning team. Where there are joint premiers trophies will be provided to all players from both teams
- (d) All players in the runners up team will receive an award