



Gosford Netball Association Competition Policy

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PLAYERS AND TEAMS

1.1 PLAYERS AND TEAMS – General

- 1.1.1 Pregnant players or umpires may participate as described in the Netball NSW Member Protection Policy – Pregnancy Policy upon provision of proof of medical advice (as per Netball NSW Member Protection Policy – Pregnancy Policy 3.12).
- 1.1.2 Participants who have any pre-existing medical condition/s participate at their own risk.
- 1.1.3 A player from an Affiliated Club may play in a higher grade team other than the one in which the member is affiliated with, in accordance with clause 2.1 and current Borrowing Guidelines.
- 1.1.4 Players may play a maximum of three (3) club competition games per week.
- 1.1.5 Players in the representative program may play two (2) club games plus a Representative Program game per week prior to finals.
- 1.1.6 All players participating in the final series must have played at least three (3) competition games (weeks 1-15) as a registered team member of the team in which they intend to represent during the finals series.
- 1.1.7 No player may play in more than one (1) team in the finals series unless they are a GNA approved Dual Team Member in which case they can play in the final series for both teams they are an approved member of.

1.2 PLAYERS AND TEAMS – Borrowed Players

- 1.2.1 A registered team (team 1) of an affiliated club will be permitted to borrow a player or players from another registered team (team 2) of the same affiliated club to play for team 1 in a competition game. The player will be known as a “borrowed player.”
- 1.2.2 A registered team of an affiliated club may borrow up to three (3) players from their lower senior and junior teams as permitted under the following rules, however, the registered team must have at least four (4) of the original registered team members on the court at commencement of the competition game and the subject of the following guidelines:
- 1.2.2.1. Non Competition players (as per Registration Policy 1.2.1) can only participate in Age Division (as per Registration Policy 1.2.2) competition games 2 years above their age as at 31 December in year of play;
- 1.2.2.2. Age Division players (as per Registration Policy 1.2.2) can only participate in 13 & Under Division competition games;
- 1.2.2.3. 13 & Under Division Players (as per Registration Policy 1.2.3) can only participate in 15 & Under Division competition games if they are at least 12 years of age as at 31 December in the year of play;

- 1.2.2.4. 15 and Under division players (as per Registration Policy 1.2.4) can only participate in 17 & Under Division competition games if they are at least 14 years of age as at 31 December in year of play; to participate in any senior competition games;
- 1.2.2.5. 17 & Under Division players (as per Registration Policy 1.2.5) can only participate in senior competition games if they are at least 14 years of age as at 31 December in the year of play;
- 1.2.2.6. 15 & Under and 17 & Under Division players (as per Registration Policy 1.2.4 and 1.2.5) must be 14 years or over as at 31 December in the year of play to participate in any senior competition games.

1.2.3 If a team does not comply with the clauses 1.2.2 when playing a borrowed player, that team shall be deemed to have played an illegal player and shall be penalised four (4) competition points.

1.2.4. The only exception to the above clause 1.2.2 is when a registered team of an affiliated club is playing an All Abilities Team, where the following guidelines will apply.

1.2.4.1. The borrowed player must be a registered member of the affiliated club playing the All Abilities Team.

1.2.4.2 The borrowed player must adhere to the age restrictions as set out in 1.2.2.1 to 1.2.2.6 inclusive.

1.2.4.3 The borrowed player may be from any division in the same age group, with approval from the Competition Co-Ordinator if this differs from the Borrowing guidelines.

1.2.5. A player may not play more than two (2) games in a higher grade in any one team without the permission of the Junior or Senior Grading Convenors and after written approval with the majority of the Grading Committee. This request must be submitted as per clause 1.1.4 of the Registration Policy. If approved, the player will become an eligible registered member of that team in accordance with clause 1.1.4. of the Registration Policy.

(1.1.4.1 It is the responsibility of the club to monitor games played by Borrowed Players and ensure that clause 1.2.4 is not breached.)

1.3 PLAYERS AND TEAMS – Illegal players

1.3.1 If a player has played a competition game prior to being given permission to play by the Junior and Senior Grading Convenors:

1.3.1.1 that player will be deemed to be an unregistered/illegal player and

1.3.1.2 the team for which the illegal player has played will lose 4 competition points.

1.3.2 Players that have not complied with clauses 1.1.5 and 1.1.6 of the Registration Policy by week 3 of competition:

1.3.2.1 that player will be deemed to be an illegal player and

1.3.2.2 the team for which the illegal player has played will lose 4 competition points

- 1.3.3 Affiliated Clubs with 2 or more teams in a combined division, for example, 11A/11B, 15A/15B, 1A/1B, may borrow players from B to A team (but not A to B teams, or A to A teams) except when the two teams of the same club play each other.
- 1.3.4 A player may not transfer as a registered team member from one team to another team within an Affiliated Club:
 - 1.3.4.1 without the Member Change Request form (MCR) being completed;
 - 1.3.4.2 without the approval of the Grading Committee.
- 1.3.5 An affiliate club shall provide written approval to the Association for a registered member to transfer to another affiliate club, unless the registered member is unfinancial with that club.

1.4 PLAYERS AND TEAMS – Withdrawal of a team from competition

Should a team find that it is unable to compete and requires to withdraw from the competition, notification of their withdrawal must be in writing to the Association Secretary as soon as possible.

- 1.4.1 All teams that are affected by the withdrawal will be notified by the Association Secretary.
- 1.4.2 The competition draw will be adjusted accordingly by the Competition Co-ordinator, to reflect the withdrawal.
- 1.4.3 The draw will be updated and available on the Association website.
- 1.4.4 Withdrawal by a team after final grading will result in each player being ineligible for a refund of the GNA registration fee.

2 COMPETITION

2.1 COMPETITION – Competition Day

- 2.1.1 All games are to be conducted as per the Official Rule Book as issued by Netball Australia and will be adopted at Association level as defined by the Association Constitution, Polices and Association procedures documentation current at the time.
- 2.1.2 Competition games between registered teams shall be controlled by the Council and shall be played in accordance with such regulations as shall be approved by Council.
- 2.1.3 The competition shall consist of up to 15 weeks and semi finals, finals and grand finals.
- 2.1.4 Competition game scoring – all scores must be completed on the official Association scoresheet as per GNA Scoresheet Procedure.
- 2.1.5 All players participating in games must have names printed or written on the scoresheet.

2.2 COMPETITION – Competition Games

- 2.2.1 The fixtures shall be organised for at least two (2) rounds, plus:
 - 2.2.1.1 semi-finals, finals and grand finals for all competition grades.
- 2.2.2 Timeslots will be announced (7) seven days prior to GNA grading so coaches can be appointed by clubs with no time clashes.
- 2.2.3 The competition draw shall be available on the Association website no later than two (2) weeks after finalisation of all appeals following notification of final grading.
- 2.2.4 All teams within each grade must have an equal number of games scheduled that qualify for competition points prior to Finals series, or in the event of regrading equal number of scheduled games post regrading.
- 2.2.5 Competition games will be played as set down in the competition draw on the Association website.
- 2.2.6 In the event there is regrading the following shall apply to each team in the division affected following regrading:
 - 2.2.6.1 Must have an equal number of games scheduled that qualify for competition points.
 - 2.2.6.2 Must have at least one game scheduled against each team in the division.
- 2.2.7 Invitation teams will not be eligible to play in the Finals series.
- 2.2.8 Game scores against invitational teams shall be recorded as 1-0 to the winner. The exception to this is that any All Abilities games will be recorded as 1-0 to All Abilities team.
- 2.2.9 The umpire's whistle will start and finish games on the indication from the central timing device.
- 2.2.10 Competition games will be of four (4) quarters.
- 2.2.11 The duration of the games shall be played as follows:
 - 2.2.11.1 Competition games shall be 4 x 15 minute quarters;
 - 2.2.11.2 Non-competition games shall be 4 x 10 minute quarters.
- 2.2.12 The only exception to Clauses 2.2.10 and 2.2.11.1 will be when the Adverse Weather Postponement provisions are invoked.
- 2.2.13 Injury time may be taken according to the rules, but no additional time shall be added to any competition game during weeks 1-15.
- 2.2.14 In the event of a draw at full time in Weeks 1 – 15 there is no extra time played.

2.3. COMPETITION – Commencement of Competition Games

- 2.3.1 The game must commence at time set down as per the Association competition draw.

- 2.3.2 If a team has only four (4) medically fit players available to commence the game, then a 5 minute period is to be allowed before a forfeit is claimed by the non-offending team.
- 2.3.3 When only five (5) players from one team are available to play, that team has the right to forfeit the game, provided that this is recorded on the score sheet and signed by both team captains and the umpires.
- 2.3.4 If, at the end of five (5) minutes, neither team has arrived, the game should be declared a “no game” and no points shall be awarded to either team.

2.4. COMPETITION – Team Forfeits

- 2.4.1. Any team who is unable to play and who wish to forfeit their game prior to the day of play, must advise the Association Secretary as soon as the team becomes aware that they are unable to play.
- 2.4.2. The opposing team’s Affiliated Club Secretary will be advised of the forfeiting team’s decision. The non-offending team need not attend the competition game to claim the forfeit.
- 2.4.3. Teams forfeiting who have allocated umpiring duties are still required to fulfil their allocated umpiring duties.
- 2.4.4. Teams forfeiting three (3) consecutive games are automatically withdrawn from the competition for the remainder of the season without further penalty.
- 2.4.5. The Association’s decision to abandon games will override any notification of forfeit.

2.5. COMPETITION – Competition Points and Placings

- 2.5.1. Points shall be awarded in competition games as follows:
 - 2.5.1.1. 4 points for a win
 - 2.5.1.2. 2 point for a draw
 - 2.5.1.3. 1 points for a loss
 - 2.5.1.4. 4 points for a win by forfeit
 - 2.5.1.5. 0 points for a bye
 - 2.5.1.6. 0 points for a No Game
 - 2.5.1.7. 0 points for an Association No Game
 - 2.5.1.8. loss of 4 points (-4) for failure of a team to play a representative team

2.6. COMPETITION – Competition Penalties

In such cases, where penalties have not been specified within this Constitution or Policies, the Executive Committee shall decide the penalty in keeping with the infringement.

2.7. COMPETITION – Semi-Finals, Finals and Grand Finals

- 2.7.1. The four (4) teams within each Division with the highest point score after the last competition day will be eligible to play in the semi-finals.

2.7.2. If there are teams equal on points within a Division, a count-back of goals scored “for and against” will decide their final positions as follows:

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

$$\text{i.e.} \quad \frac{\text{goals scored}}{\text{goals scored against}} \times \frac{100}{\text{matches played}}$$

2.7.3. The Finals is to be decided from the following formats:

2.7.3.1. Finals series involving four (4) teams with the highest points score will be played over three (3) playing days

- 2.7.3.1.1. 1st day – Semi final
Major = 1st v 2nd
Minor = 3rd v 4th
- 2.7.3.1.2. 2nd day – Final
Loser of Major v Winner of Minor
- 2.7.3.1.3. 3rd day – Grand Final
Winner of Major v Winner of Final

2.7.4. Finals series involving 3 teams with the highest points score will be played over three (3) playing days.

2.7.4.1.1. 1st day – Semi Final

Major + 1st v. 2nd (3rd) Bye)

2.7.4.1.2. 2nd day – Final

Loser of Major v. 3rd

2.7.4.1.3 3rd day – Grand Final

Winner of Major v. Winner of Final

2.7.5. The timeslot for each grade shall be determined by the Competition Co-ordinator and be ratified by the Executive and notified by the Association Secretary prior to the Semi Finals. Any request for a change in timeslot shall be made to the Association Secretary and cannot be guaranteed until agreed by the opposition team.

2.7.6. In the event of a draw at full time in Semi Finals & Finals series the winner will be determined as per Netball Australia rules. In the case of a drawn Grand Final after the initial extra time, the score will stand and joint winners will be acknowledged.

2.7.7. In the case of implementation of wet weather conditions during semi-finals, finals and grand finals - refer to the Competition Wet Weather Conditions clause within the Policy (section 3.1).

2.7.8. All players participating in the final series must have played at least three (3) competition games (weeks 1-15) as a registered team member of the team in which they intend to represent during the finals series.

3. COMPETITION ADVERSE WEATHER CONDITIONS

3.1 COMPETITION ADVERSE WEATHER CONDITIONS – Weeks 1 to 15

- 3.1.1. All decisions regarding adverse weather games to be made by the GNA Executive Committee with a majority vote. In the event of a tie, the President has the casting vote.
- 3.1.2. Decisions regarding postponement or cancellation of games shall be made for each time slot, unless the weather is inclement (severe) and the whole day is cancelled.
- 3.1.3. Games will be classified as “Adverse Weather Cancellation” when an entire playing day or grade is cancelled will be managed as follows:

3.1.3.1 - Weeks 1-14

3.1.3.1.1 – Prior to Commencement or Before Half Time

- If a game is cancelled due to adverse weather prior to commencement, the game will be rescheduled. The rescheduled game will be played as a half game consisting of two (2) x 15 minute halves. This will be classified as Adverse Weather Postponement.
- If a game is cancelled due to adverse weather after play has commenced but before half time has been reached, the game will be replayed as a half game consisting of two (2) 15 minute halves. This will be classified as Adverse Weather Postponement.

3.1.3.1.2 – During or After Half Time

- If a game is cancelled during or after half time due to adverse weather, the score at the time play was stopped will stand as the final result.

3.1.3.1.3 Adverse Weather Postponement

- The Adverse Weather Postponement games will be rescheduled for the next available Saturday.
- In the week an Adverse Weather Postponement game is replayed, the regular scheduled competition game for that round will also be played as a half game consisting of two (2) x 15 minute halves.

3.1.3.2 – Week 15 – Prior to Commencement or Before Half Time

3.1.3.2.1 Junior Competition

In the event that Junior Competition games are cancelled due to adverse weather, the affected games will be rescheduled and played on the immediately following Tuesday evening. These games will be classified as *Adverse Weather Postponement* and will be played as half games consisting of two (2) 15 minute halves.

Senior Competition

In the event that Senior Competition games are cancelled due to adverse weather, the affected games will be rescheduled and played on the immediately

following Thursday evening. These games will be classified as *Adverse Weather Postponement* and will be played as half games consisting of two (2) 15 minute halves.

Further Postponement of Rescheduled Games

Should the rescheduled games also be cancelled due to adverse weather, final ladder positions as determined at the conclusion of the last completed round of competition will apply for the purpose of determining progression to the semi finals.

3.2 COMPETITION ADVERSE WEATHER CONDITIONS – Final Series

- 3.1.1 All decisions regarding adverse weather games to be made by the GNA Executive Committee with a majority vote. In the event of a tie, the President has the casting vote.
- 3.1.2 Should the semi-finals be cancelled due to Adverse Weather, first will play fourth and second will play third on the following Saturday with the winners to play in the grand final.
- 3.1.3 If the semi-final is played and the finals are cancelled due to Adverse Weather, the finals will be re-scheduled for the following day (Sunday).
- 3.1.4 If this Sunday is cancelled due to Adverse Weather, then the highest placed team after 15 weeks that was to play the final, will play in the grand final.
- 3.1.5 If games are cancelled due to Adverse Weather on grand final day:
 - 3.1.5.1 the first option is for games to be played the following day (Sunday);
 - 3.1.5.2 if this Sunday is cancelled due to Adverse Weather the following Saturday will be scheduled;
 - 3.1.5.3 if this Saturday is also cancelled due to Adverse Weather the grand final will then be scheduled for the next day (Sunday);
 - 3.1.5.4 if the last available Sunday scheduled for the Grand Final is cancelled due to adverse weather, the team that won the Major Semi-Final and progressed directly to the Grand Final will be declared the Competition Winners.

4 SCORE SHEETS

- 4.1 Each team shall provide a scorer.
- 4.2 Scorers must be at least 15 years of age.
- 4.3 The team winning the toss at the beginning of the game becomes the official scorer and shall use the official Association scoresheet supplied. The scoresheet shall have the names printed of all registered players for those teams playing in each game.
- 4.4 The official scorer must have the scoresheet in clear view of scorer of the opposing team and both shall sit near the middle of a sideline.
- 4.5 Failure to comply with rule 4.3 above, will result in the opposing team becoming the official scorer.

- 4.6 Where possible the scoresheet should be signed by scorers and every effort made by both teams to ensure the other team's scorer has signed the scoresheet. It is the responsibility of clubs to ensure this occurs.
- 4.7 All borrowed or graded reserve players require details of their name and grade to be recorded on the scoresheet.
- 4.8 The team winning the game is responsible for the delivery of the scoresheet to the Association office at the conclusion of each game.
- 4.9 The Competition Co-ordinator shall ensure that the scores are reflected on the current Netball NSW member database.
- 4.10 The Competition Co-ordinator is responsible for review of scoresheets to ensure teams have not played illegal players. The Competition Co-ordinator shall ensure that any adjustments due to infringements are entered on the current Netball NSW member database with relevant information. This information is considered notice to club/team.