



REGISTRATION POLICY

1. UNFINANCIAL CLUBS

Member Clubs that have not paid all monies due to the Association by 31 August, in each year, shall be considered unfinancial and shall be ineligible for registration until monies due are paid.

2. REGISTRATION

- (a) Team registrations shall close on a date fixed by Council each year. Registrations must be submitted by the Club Secretary or Registrar, in the format as specified by HDNA each year.
- (b) All players are to be allocated to teams within playHQ and teams are to be placed into **recommended grade** by the deadline outlined in the HDNA calendar each year. No names other than players registered by the cut off date may be added to the Team Lists except **by the relevant HDNA Registrar**.
- (c)
 - (i) Any player registered with a team and having withdrawn due to extenuating circumstances, without having undertaken any training or having played any games with the team or any other team shall upon written notification by the Club Secretary, be deregistered.
 - (ii) A player falling pregnant during the season or a player who suffers a season ending injury may be deregistered on the presentation of a medical certificate. If the player has undertaken any training or played any games, then they are not eligible for a refund.
- (d) Players may be deregistered from teams in all competitions conducted by the Association providing that a minimum of 7 players remain after the removal of the deregistered player.
- (e) A player having to deregister before the commencement of the season due to unforeseen circumstances, shall be allowed to re-register with their Club in the same team and grade or a higher grade within the same season.
- (f) All teams must have a Manager (16 years of age or above at the start of Competition). Contact details for the nominated manager must be provided on PlayHQ no later than the registration deadline as outlined in the HDNA calendar each year. In Junior teams the manager must complete the scoresheet at HDNA control each week, score the game, sign the official scoresheet, and chaperone the team members. When this is not possible a substitute adult should act on their behalf.
- (g) No team will be permitted to register less than seven (7) and no more than twelve (12) players.
- (h) Late registrations for the first day of play will be accepted in the format and at a time to be specified by HDNA each year. Such registrations are to be approved by the Registrar for the relevant grades prior to the player taking the court. Once approved, players will be allocated to teams in playHQ by HDNA only.

- (ii) Any player registered during the first half of the season (as defined by the HDNA annual calendar) will be charged a full individual player fee as approved by Council.
 - (iii) Any player registering after the first half of the season (after round 7) will be charged the Half Season Registration Fee as approved by Council.
 - (iv) Teams registered as Juniors will be charged junior fee rates at time of registration and will not be charged senior fees if upgraded into Senior grades by the HDNA Grading Committees. All subsequent Late Registrations in that team will then be classified as senior fees. However, if a junior team requests a Senior grade at time of registration, a senior fee will apply.
- (i) Any team withdrawing from the competition after registration shall forfeit their registration fee and may incur a fine of up to \$500 at the discretion of the Executive Committee.
 - (j) Non-Playing Members are to be registered in PlayHQ. It is the club's responsibility to keep a record of Non-Playing Members registrations.
 - (k) After registration to HDNA, including late registrations during the competition, and provided no fees have been remitted to Netball NSW for membership registrations, insurance premiums and any other applicable Members' fees, consideration will be given to refund of registration fees where circumstances warrant. However, no transfer of fees will be permitted.
 - (l) Junior Clubs (i.e. 11, 12, 13, 14 and 15 years) will only be permitted a maximum of four (4) HDNA Representative and Squad players to be registered in any one Club Team. Extenuating circumstances to be considered if more than 4 players were registered in the same club team in the previous year.

Additionally teams with four (4) representative players (team or squad) who played with the club in the previous season may add a fifth (5th) representative player (team or squad) providing that additional player played in the same club in the previous season and is turning the same age as the age group in which they are being moved to. Eg. A player turning 13 in the year of play moving to a team in the 13 year age division.

3. INDIVIDUAL REGISTRATIONS

- (a) New players may be registered by a Club at any time during the season, provided such registration is made prior to participation in a competition match, and is made in the format specified by HDNA, to the relevant HDNA Registrar or whomsoever may be delegated from time to time by the HDNA Executive. Such Registrations must be approved by the Registrar for the relevant grade requested and is deemed accepted when approved by the Registrar. Late registrations will be accepted up to 5pm on the day prior to play. Once approved, players will be allocated to teams within playHQ by HDNA. Players are not to take the court until such time as the late registration has been approved by the relevant registrar.
- (b) No player may transfer or deregister with intent to transfer to another club until the following season unless:
 - (i) Transfer requests are submitted to the HDNA Executive for their approval up to and including the registration deadline as outlined in the HDNA calendar each year.

(ii) Both clubs signify in writing their agreement to transfer.

(iii) Transfer is approved by majority of Executive Committee

Once a player is registered with the Association, their registration fee cannot be transferred to another player.

- (c) It is the responsibility of the Clubs to confirm the birth dates for their players. HDNA reserves the right to request a Club to produce evidence of birth date for any player. If requested, then Clubs must produce a Birth Certificate, extract thereof, eligible photocopy certified by a Justice of the Peace or Passport for sighting by the relevant Registrar or their Assistant. The specified documents are to be produced no later than two (2) weeks from the date the request is made.

Failure to comply with above will prevent the player taking any further part in a competition until the Specified Document is produced. Extenuating circumstances will be considered by the Junior Registrar.

- (d) A junior player is permitted to register with two teams for the Winter Competition. One team must be in the Junior Competition and the other in the Senior Competition (either Cadet or Senior grade team). The two teams may be from different clubs. Junior players registered in two teams can only be borrowed by the club that their team is registered for in that particular competition. Exceptions to this rule are the 12s and 13s HDNA Club Team players who can play in two Junior Competition grades.

4. AGE GROUPS

- (a) The Competition is conducted in the following Age Groups:

NetSetGo

10 years

11 years

12 years

13 years

14 years

15 years

CADETS

SENIORS (including HDNA teams)

- (b) A player's age on 31 December in the year of play will determine their age group.
- (c) The age of the eldest junior player in each team will determine the lowest grade in which that team will compete.
- (d) CADET grades are for players turning 19 years and under on or before the 31 December in the year of play. Players younger than 16 years are allowed to register into a Cadet Team. HDNA Club teams (14s and 15s) may be graded into Cadet grades at the discretion of the grading committee.
- (e) Should insufficient entries be received in any age group, this division may be deleted for that year. Teams applying for such divisions will be accommodated in another division where possible.

FAILURE TO COMPLY WITH THIS POLICY (OR ANY PART THEREOF) MAY INCUR THE LOSS OF TWO COMPETITION POINTS FROM THE TOTAL POINT SCORE AND NO GOALS WILL BE RECORDED FOR THE OFFENDING TEAM FOR THE MATCH CONCERNED OR A FINE OF \$100 PER INFRINGEMENT.

5. PLAYING UNIFORM

(a) Clubs

- (i) Clubs, upon affiliation with the Association, shall register the uniform to be worn by their teams; such uniforms must have the approval of Council and conform to Netball NSW uniform regulations.
- (ii) Players may wear shorts, skivvies and leggings provided the Club registers this as part of the uniform.

(b) Players

- (i) No player will be permitted to compete in any Association fixture unless wearing the complete registered uniform of the Club. *Extenuating circumstances will be considered upon prior application to the HDNA Executive (prior to game day) or the relevant registrar (or available HDNA executive) if applying at the courts on game day.*
- (ii) It is the responsibility of the Club officials to ensure their players are correctly dressed.
- (iii) Additions to the registered uniform of a club will need to be approved by the HDNA Executive.

(c) Umpires

(See Umpiring Policy, pertaining to Umpires Uniform)

(d) HDNA Executive

- (i) The official uniform of the Executive shall be that which is approved by the Association. The uniform remains the property of the Association.
- (ii) The Executive uniform will be worn by the Executive Committee when representing the Association at official functions.
- (iii) Executive committee members on duty at Association Competitions shall distinguish themselves by wearing the brown and gold of the Association. At semi-finals, finals and grand finals, the official Executive Uniform shall be worn.

(e) Representative Teams

- (i) The official uniform for Junior and Senior players shall consist of:
 - (a) Association approved uniform
 - (b) Association tracksuit
 - (c) Association Gear Bag.

(ii) Managers and Coaches shall have the following items as official uniform:-

- (a) Association approved uniform
- (b) Association tracksuit
- (c) Association Gear Bag.