



# HILLS DISTRICT NETBALL ASSOCIATION

## COMPETITION POLICY

### 1. PLAYING REGULATIONS

- (a) Players must be a registered participant with Netball NSW.
- (b) The scoresheet must be completed by all players, including borrowed players, in the format specified by HDNA prior to taking the court. Only players registered in the team and those being borrowed in accordance with the Competition and Registration Policy may complete the relevant scoresheet.
- (c) Any Junior Representative Team or Squad that participates in the Junior or Senior Competition will be allowed to take part in the Finals Series.
- (d) A player may play in the:
  - (i) NetSetGO competition- see 1(k)
  - (ii) Junior Competition:
    - a. providing the player is fifteen (15) years of age or under on or before the 31<sup>st</sup> of December in the year of play.
    - b. by being borrowed by a team in a higher division and/or age than their registered team
  - (iii) Cadet Competition:
    - a. if borrowed by a Cadet team in a higher grade than their registered Cadet team and providing the Player is nineteen (19) years of age or under on or before the 31<sup>st</sup> of December in the year of play.
    - b. if borrowed from a Junior team.
    - c. if being borrowed from a lower graded Senior team, providing the Player is aged nineteen (19) years of age or under on or before the 31<sup>st</sup> of December in the year of play.
  - (iv) Senior Competition:
    - a. if being borrowed by a Senior team in a higher grade than their graded Senior or Cadet team
- (e) (i) A player may play in a maximum of three (3) HDNA competition games on the same day; with the exceptions of:
  - a. 14 and 15 year HDNA Club players who are playing as a team in the Senior competition and with another Club in the Junior competition. These players can only play in the two teams they are registered with, and cannot be borrowed (this includes Semi Finals, Finals and Grand Final).
  - b. 12 and 13 year HDNA Club members who are playing as a team in the Junior competition and with another Club in the Junior competition. These players can only play in the two teams they are registered with and cannot be borrowed (this includes Semi Finals, Finals and Grand Finals).
  - c. NetSetGO players who may play in either (or both):

- (i) Friday night in another NetSetGO Team in the same Grade (if their Club has another NetSetGO Team in the same Grade), or in a higher Grade, or
  - (ii) Saturday morning, in a Junior Grade – see *Playing Regulations 8(k)(vii)*.
- (ii) If a player is borrowed for six (6) games by the same or different teams in a higher grade or divisions, that player becomes ineligible to play again for their registered team and shall be considered a member of one of the higher graded teams for which they were borrowed. Clubs are required to also keep a record of all borrowings.
- (f) (i) No player shall play:
  - a. in another team, when an original team member is available. A borrowed player may not be used as a replacement player for injury or illness if there is another original team member available to play. A player who has been replaced during the game due to injury or illness may return to the court if they have recovered sufficiently and must replace any borrowed player on court. Clubs will be required to police this By-Law in the senior competition.
  - b. in the same grade or division when the Club is fielding more than one team in any one grade and division, except for NetSetGO Team Players – See *Playing Regulations (k)(vii)*
  - c. in a lower grade to that in which they are registered, with the exception of the 14 and 15 years HDNA Club players, who:
    - (i) are registered as a team in the Senior competition and with another Club in the Junior competition, and
    - (ii) may only play in their registered teams.

**Note:** Borrowing within the HDNA Club teams may be permitted in extenuating circumstances, however, no player will be permitted to play more than three (3) games in one day.
- (g) A maximum of three (3) players only may be borrowed from any lower age division or grade.  
**NOTE:** For NetSetGO – See *Playing Regulations (k)(vii)*.
- (h) A minimum of 5 players is required for a team to take the court and a competition game to commence. This must consist of a minimum of 3 original team members.
- (i) A player once having signed the scoresheet for one team and grade, and the match commences and is then called off due to inclement weather prior to half time, that player may participate as a borrowed player for a higher graded team for that day.
- (j) In the event of cancellation of games due to inclement weather, and at the discretion of the HDNA Executive, teams may be called upon to take part in more than one competition game per day and/or night.

The format of both games will be determined by the HDNA Executive.

**THE PENALTY THAT APPLIES TO A TEAM THAT FAILS TO COMPLY WITH CLAUSE 1 IS THE LOSS OF TWO COMPETITION POINTS (TO BE DEDUCTED FROM THE TOTAL POINT SCORE) AND NO GOALS TO BE RECORDED FOR THE MATCH CONCERNED WITH THE EXCEPTION OF CLAUSE 6(a) WHERE PLAYERS MAY BE REMOVED FROM THE COURT.**

(k) NetSetGO Rules

All teams with players who are all aged 9 and under shall play to the NetSetGO Rules as adopted by Netball NSW, with the exception of teams who have players all aged 9 in the year of play and who may be graded into the Junior competition by the Junior Grading Committee.

- (i) Size 4 netball to be used.
- (ii) A team of up to 12 players may consist of any combination of players aged 9 years and under.
- (iii) Four quarters will be played where players may interchange players at quarter, half or three-quarter time intervals. Each player must play at least two quarters in accordance with the HDNA NetSetGO guidelines.
- (iv) Umpires are to:
  - i. use simple language and to explain decisions.
  - ii. adopt an encouraging and pleasant manner to ensure an open and free-flowing game – particularly in the setting up of penalties and throw-ins.
  - iii. have a full understanding of competition rules and the exceptions for NetSetGO players, including the HDNA NetSetGO guidelines for the progressive introduction of rules.
- (v) Each registered player in the competition will receive a medallion at the end of the competition.
- (vi) Any games abandoned due to wet weather may be played at the end of the competition at the discretion of the HDNA Executive.
- (vii) Notwithstanding Clause 1(e) NetSetGO player/s may be borrowed in the same grade and division providing the Club is fielding more than one team in that same grade and division and may be borrowed in one (1) additional game.

NETSETGO PLAYERS FAILING TO COMPLY WITH CLAUSE 1(k) MAY BE INELIGIBLE TO PLAY FOR A PERIOD OF UP TO TWO GAMES, AT THE DISCRETION OF THE JUNIOR REGISTRAR.

**2. COMPETITION AND FIXTURES**

- (a) Competition matches between registered teams shall be organised by HDNA and shall be played in accordance with such regulations as laid down by HDNA.
- (b) Competition matches shall consist of at least two rounds plus all Finals, or as HDNA may otherwise decide.
- (c) All competition matches for all rounds of the Winter competition will be played on Fridays, Saturdays or Sundays if required according to Fixtures on PlayHQ, with the exception of Round 15 competitions which will be played on a Friday night if necessary.
- (d) Should more than two rounds be lost due to wet weather in any timeslot, these rounds may be rescheduled in a format to be decided by the HDNA Executive.

### 3. COMMENCEMENT OF COMPETITION MATCHES

- (a) All games start and stop with the HDNA's buzzer. The Umpire has full control of the game and on the sound of the bell will immediately blow their whistle to indicate the start and end of the game.
- (b) Play must commence at the time set down. If either side has not FIVE (5) players present, a stay of five minutes will be allowed. If one team is still offending after the five minutes grace, then a forfeit will be declared in favour of the non offending team. A \$100 fine may be imposed on the offending Club.
- (c) If, neither team has arrived at the end of five minutes, the game shall be abandoned and no points shall be awarded to either side. A \$100 fine may be imposed on both offending Clubs.
- (d) All matches must finish on time so as to enable the next game to start, even if through starting late, or injury occurring, the match does not run to full time.

### 4. SCORE SHEETS

- (a) The scoresheet must be completed by all players, including borrowed players, in the format specified by HDNA prior to taking the court. If less than five (5) players have signed on the forfeit rule shall apply – *Refer 6 Forfeits and Withdrawals (b) (i)*.
- (b) The official scoresheet, once it has been duly signed and completed, shall be deemed to be the official result of the game.
- (c)
  - (i) At the completion of each game, if the scoresheet is considered to be correct, the scorers from both teams must sign.
  - (ii) If, however, either scorer considers the scoresheet incorrect
    - *During the game:* Immediately advise Officials at Central Control
    - *Following the game:* It is the responsibility of the scorer to make a notation on the back of the sheet, giving full reasons, and to sign it. It is then required that a letter pertaining to the incident be forwarded to HDNA Secretary from Club/s Secretary within seven (7) days of the incident so that any action may be taken by the HDNA Executive or Appropriate Disputes Committee. This action shall be regarded as final.
    - *For semi finals, finals and grand finals notification must be made at the completion of the end of the game to the relevant Registrar.*
- (d) When borrowing a player from a lower age/division, their registered age/division must be noted on the score sheet beside their name.

### 5. SCORING

- (a) Each team must supply a responsible scorer over the age of 16 for their match.
- (b) Teams failing to supply a scorer or sign the score sheet must accept without challenge the scoresheet as submitted by the opposing team.
- (c) Scorers should stand together near the centre of the court and JOINTLY carry out the responsibility of scoring.

## 6. FORFEITS & WITHDRAWALS

(a) Any team forfeiting three (3) matches shall be withdrawn from the competition, unless special permission for such forfeits has been granted by the HDNA Executive.

(b) (i) Should a team be unable to compete in a competition match the Club Secretary of the team who needs to forfeit a game must notify:

- the forfeits email - [forfeits@hdnanetball.com.au](mailto:forfeits@hdnanetball.com.au)
- the opposing team's Club Secretary
- their own and the opposing team's Umpire Convenor

not later than 7pm, preceding the day of play. Should this notification not be given, a \$100 fine may be imposed on the Club. Extenuating circumstances are to be considered.

(ii) Teams commencing a match and then forfeiting that game due to insufficient players resulting from an injury in that game will not be fined. However, the scoresheet, fully signed, must be returned to Control by the offending team. The result will be determined by the relevant registrar after taking all circumstances into consideration.

(c) (i) All players in a team who receives a win by forfeit will be considered as having played in the forfeited game. When calculating a goal average a forfeited game will count as a game played for the forfeiting team, but not count as a game played for a team receiving a forfeit.

(ii) A team receiving a win by forfeit at their scheduled game, shall have the completed and signed scoresheet returned to an official in control. Players involved in a forfeit of this nature and having signed the scoresheet shall be considered as having played in a competition match.

(d) If a game is forfeited and subsequently abandoned due to wet weather the forfeit will stand if the wet weather games are played at a later date. If games are abandoned and not replayed no forfeit is given.

(e) In the event of wet weather, if a team chooses to forfeit a game after the Executive Committee has made a decision to continue play, they will not be fined.

(f) Teams who forfeit games during and towards the end of the season (generally considered to be the last three rounds of the competition) and including Semi Finals, Finals and Grand Finals, will be ineligible for registration in competitions conducted by The HDNA for the following seasons (i.e. Summer to Summer, Winter to Winter, Spring to Spring). Extenuating circumstances will be considered if submitted in writing to the HDNA Secretary within 10 days of the forfeit, particularly for individual players.

(g) Once a forfeit has been submitted officially by a club during the season or any final series game, regardless of circumstances, such forfeit will stand.

(h) Any team withdrawing or withdrawn by the HDNA Executive for any specific reason from the competition after grading has been completed or after the commencement of competition will be liable to non-refund of registration fees and will be ineligible for team registrations for the following twelve months. All requests for withdrawal must be given by the Club Secretary with a credible explanation in writing to the HDNA Secretary. Extenuating circumstances for individual players will be considered by the HDNA Executive.

## **7. MATCH POINTS**

WIN 2 points      DRAW 1 point      WIN ON FORFEIT 2 points      BYE 0 points

- (a) Matches not commenced because of wet weather shall be considered abandoned and no points given. If play commences and the match is abandoned because of wet weather, the results shall be as follows:
  - (i) If play commences and ceases before half-time - the match is abandoned and no points given.
  - (ii) If play commences and ceases at or after half-time the results of the match shall be taken on the score at the time the match is stopped.
  - (iii) If play is abandoned because of wet weather for one or more teams in any one grade, and if the remainder of the games in that grade cannot be played, all games in that grade are to be abandoned and no points given.
- (b) Once a team is withdrawn from the competition, it is at the discretion of the HDNA Executive whether:
  - (i) the team be withdrawn from all results and the draw is amended to incorporate or eliminate BYEs
  - (ii) all subsequent games against the withdrawing team be considered a forfeit.

## **8. SEMI FINALS, FINALS AND GRAND FINALS**

- (a) To be eligible to play in a semi-final, preliminary final or grand final, a player must have played a specified number of games in their registered team that is competing in the final series.
- (b) In all semi-finals, finals and grand finals, the following substitute rules will apply:
  - (i) a team may only borrow a maximum of three (3) players per game from a lower division, age or grade providing:
    - (a) The player is registered with HDNA and has played three (3) games in the competition from games 1 – 15 in their registered team.
    - (b) The Player has not played in either semi-finals, finals or grand finals as a borrowed Player in any other team.
    - (c) A borrowed player may not be used as a replacement player for injury or illness if there is another original team member available to play. A player who has been replaced during the game due to injury or illness may return to the Court if they have recovered sufficiently and must replace any borrowed player on court. Clubs will be required to enforce this policy.
- (c)
  - (i) Any team obtaining a Semi Final, Final or Grand Final position who then finds cause to forfeit, notification of such forfeit must be in writing and received by the HDNA Secretary by the Wednesday prior to any scheduled match.
  - (ii) Any vacancies, due to forfeits in Final series, (from Semi-Finals to Grand Finals in any competition) the next eligible team shall be given the opportunity to fill the vacant positions.

**PENALTY FOR NOT COMPLYING WITH THE ABOVE PARAGRAPHS IS DISQUALIFICATION FROM THE FINALS SERIES.**

- (c) With regard to Semi Finals, Finals and Grand Finals, it is expected that Badged Umpires should umpire, regardless of how many teams their respective clubs have in the Finals series.

- (d) Semi-finals and finals may be played over three (3) days or four (4) days, in order as follows –

(i)	1 <sup>st</sup> Semi	3 vs 4
(ii)	2 <sup>nd</sup> Semi	1 vs 2
(iii)	Final	Loser of (ii) plays winner of (i)
(iv)	Grand Final	Winner (ii) vs Winner (iii)

- (e) If there is a draw on points and any ladder position must be decided by a goal count, this is calculated as follows:

Goals For        x 100 divided by Number of Games Played

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Goals Against

**Note:** Games Played includes Loss by Forfeit but not Win by Forfeit or BYE's.

The team obtaining the higher percentage takes the highest position.

- (f) If a semi-final or final game is drawn at full time, the scorer shall notify the control centre where all drawn games in each individual round will be timed by the HDNA Executive. Then teams will change ends, play five (5) minutes, have a one minute interval, change ends and then play a further (5) five minutes. If the game is still drawn, play continues with no change of ends and the team which scores a two (2) goal margin is the winner; except in the 10 year age division when a one (1) goal margin applies.
- (g) If two teams remain on level score after ten minutes extra playing time in a Grand Final, both teams will then be declared Joint Premiers.
- (h) In all finals, all rules relating to injury time for injury, illness and blood are adhered to, with injury time to be recorded by a nominated timekeeper at the court. Injury time will be added to the end of the final quarter with a maximum total of five (5) minutes per game added to the final quarter. Injury time added to the end of a game will be timed at the court by a HDNA Executive member, life member or when necessary a person nominated by the HDNA Executive. Any finals that are individually timed at the court with stoppages as they occur during the game, will not have a maximum limit on the injury time.
- (i) All finals will be played to completion. If abandoned due to unplayable conditions the HDNA Executive will rearrange matches on Sunday or nights or other times as deemed desirable by that Executive. The scores of abandoned games will be disregarded.
- (j) All finals are to be played in accordance with relevant competition times.

**9. BALLS**

- (a) NetSetGO Rules (9 years and under) - Size 4 netball is to be used.

- (b) All other balls used in HDNA must be of sewn or moulded leather or moulded rubber, NOT PLASTIC. Their circumference must be of 69-71cm; they must weight 400-450 gm and be well inflated (eg size 5).

#### **10. OFFICIALS AND DUTY**

- (a) All Club and HDNA officials are expected to have a knowledge of the Constitution and Policies and Local Rules of HDNA and be available for duties as rostered, and to notify if not available on the day rostered. Officials in attendance for rostered duties must be over the age of fifteen (15).
- (b) Each affiliated club will be given a roster notifying dates and times of any duty as required. Failure to attend rostered duty during the season and as delegated during the semis, finals and grand finals may incur a fine of \$100.

#### **11. FIRST AID**

Every effort will be made by HDNA provide first-aid services at the playing centres for all competition matches, including carnivals.

#### **12. LITTER**

HDNA is responsible for seeing that the courts are left in a clean condition. It is requested that Clubs make sure that their teams place litter in the garbage bins provided.

#### **13. CODE OF CONDUCT**

All members of HDNA and spectators attending games and/or events controlled by HDNA are required to adhere to the appropriate Codes of Conduct in accordance with the Member Protection Policy.

#### **14. MEMBER PROTECTION POLICY**

The Netball NSW Member Protection Policy is adopted and recognized as applicable to all members of the Hills District Netball Association.