



# COMPETITION POLICY

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## 1. COMPETITION

### 1.1 COMPETITION STRUCTURE

The Competition includes the following age groups:

- (a) Net-Set-Go skills program (5-7 years)
- (b) Net-Set-Go non-competitive program players (7-9 years)
- (c) Junior competition:
  - 9,10,11,12,13,14 & 15 years
  - Mixed gender teams - 9-12 years
- (d) Intermediate competition players (13-18 years)
- (e) Senior competition players (14 years and over)
- (f) Representative players (11 years Development Squads)
- (g) Representative players (12 years and over)
- (h) Representative players in NSW competitions

The structure of grades and divisions within a grade may vary each year.

### AGE GROUP

Age is determined by the player's age as of 31 December of the year of play.

- (a) Clubs are responsible for verifying the age requirements of their players. Birth Certificates and/or proof of birth date must be sighted.
- (b) If any players breach the age rule, the player will be deemed "Ineligible", and default penalties applied to the team.

### 1.2 PLAYING

#### GAMES

- (a) Matches will commence and finish on the siren.
- (b) From the siren, 5 minutes is allowed to await a fifth player. If a team has 5 players present, the game is to commence on the siren.
- (c) Any team failing to field 5 players 5 minutes after the siren must forfeit. If neither team has 5 players present at the end of 5 minutes, the game will be declared abandoned with no points awarded to either team.

#### FINAL SERIES

Four (4) teams in each grade obtaining the highest competition points will compete in the final series.



# COMPETITION POLICY

---

## PROOF OF ELIGIBILITY

- (a) All players, as per the RNA Players' Policy, registered in teams must sign the scorecard for each game as specified by RNA. The player's first signature will be the specimen signature for the season. Junior players must write their full name, i.e. First Name and Surname.
- (b) Failure to correctly sign the scorecard may result in a loss of one (1) point on every occasion the signature is incorrect.
- (c) Points will be deducted from the total point score.

## UNREGISTERED/INELIGIBLE PLAYERS

- (a) Teams fielding unregistered/ineligible players shall lose 2 competition points.
- (b) Playing a player that does not meet the age or division/grade requirements is considered playing an ineligible player.
- (c) If the team, who takes the court with an unregistered/ineligible player, wins the game, points are to be awarded to the opposing team.
- (d) If the team, who takes the court with an unregistered/ineligible player, loses the game; the points are deducted from their total point score.
- (e) Teams fielding players not adhering to competition playing rules shall lose 2 competition points.
  - (i) The team in breach wins the game, and the competition points are to be awarded to the opposing team
  - (ii) The team in breach loses the game, and the competition points are deducted from their total point score.
- (f) Teams **knowingly** fielding unregistered players or players not adhering to competition playing rules may incur an additional penalty or suspension for a number of games.

## INJURIES

- (a) In round games, injury time can be called in accordance with the Netball NSW umpires Rule Book. However, the injury time is NOT played at the end of the game.
- (b) If a player is injured, injury rules regarding substitutions apply.



# COMPETITION POLICY

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## **FORFEITS**

- (a) Teams forfeiting must provide sufficient notice (3 hours) to the opposing team.
  - i. Contact should be made with the Club Secretary either via email or phone and must receive confirmation by the Club receiving the forfeit, and
  - ii. Notify the Competition Coordinator advising of the forfeit.
- (b) Teams failing to notify the opposing team of an intended forfeit will be subject to a fine of \$50.00.
- (c) A Club representative of the team receiving the forfeit must sign and submit the scorecard to the Control Centre or email the Competition Coordinator of the Association advising of the forfeit.
- (d) If a player plays up into another team after receiving a forfeit, they will only get credited for one (1) game.

Up to 4 players from a forfeiting team are eligible to play for another team on the day of the forfeit. A forfeit may be declared after 5 minutes from the scheduled starting time of the game when the opposing team has less than 5 players able to take the court.

- (e) Any team forfeiting on 3 consecutive occasions during the Competition may be withdrawn from the Competition.
- (f) In the event, a team forfeits a match, and subsequently, RNA Executive cancels match play,  
e.g. adverse weather, the forfeit is void, and no points will be awarded.

## **1.3 GRADING**

### **GRADING COMMITTEE**

All teams will be graded by Grading Committees consisting of five (5) members each:

- Two (2) Executive Committee (Competition Coordinator & Convenor)
- Three (3) elected members voted by Council

These members will be determined at the AGM (or next Council meeting following the AGM if all positions are not filled).

All grading of teams will be made at the discretion of the relevant Grading Committee.

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# COMPETITION POLICY

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## TEAM ENTRIES

- (a) All entries for competitions must be lodged on the official Entry and Team Registration forms, together with full details of a minimum of seven (7) and a maximum of twelve (12) players' names and their relevant playing status/experience and must be received by RNA by the published time and date for close of entries.
- (b) Where a player's name appears on more than one team entry form the player will be contacted by RNA personnel prior to grading and the player must then immediately nominate the Club that they will be playing with, within 48 hours from the contact by RNA.
- (c) No more than three (3) changes can be made to a team once grading is finalised. After a team has been graded, any late registration should be of an equal playing standard. RNA may reject a late registration where it considers the inclusion of the player would affect the grade of the team. In such circumstances the Club or player concerned has the right of appeal.
- (d) Players may not play in a division lower than the division in which they were originally graded.
- (e) Junior teams shall be graded into Age Divisions. When registering their teams, Clubs should nominate the grade in which they prefer them to play.
- (f) If a winning team from previous competitions consists of five (5) original members, the team will be automatically moved to a higher division.
- (g) If a team who positioned last from previous competitions with five (5) original members the team will be automatically moved down to a lower division, where possible.
- (h) Where a team withdraws from the Competition after Grading, the offending team will be fined \$100.00.

## APPEALS

Clubs have the right to appeal grading decisions. This must be done within the specified time frame. There are no appeals after any regrading. The decision of the Grading Committee will be final.

## **1.4 COMPETITION POINTS**

- (a) Awarding of points:
  - Win 2
  - Draw 1
  - Loss 0
  - Bye 2



# COMPETITION POLICY

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- (b) Final placing and final series in each grade or age division is determined from the total aggregate score at the completion of competition rounds.
- (c) In the event of equal points at the end of Competition, goal average is used to determine final placings.

## **POINTS LADDER**

- (a) Point scores will be on the Randwick Netball Association Website.
- (b) Any query regarding the allocation of points, must be in writing to the Association

## **LOSS OF POINTS**

- (a) One (1) competition point may be lost for:
  - an incorrect score card; and
  - failure to indicate a player's registered team when playing for a higher grade, division or age.
- (b) Two (2) competition points will be lost for:
  - failing to register new players; and
  - not complying with the rules. If it is the winning team not complying with the rules their 2 points will be awarded to the opposing team.

## **1.5 PLAYERS**

- 1. No player shall be allowed to play unless wearing the registered uniform of their Club.
- 2. All players are required to:
  - (a) Adhere to the Netball NSW Code of Behaviour.
  - (b) Abide by the Association's Competition Policy.
  - (c) Behave in a manner that is not in any way adverse to the aims and objectives of the Association.
  - (d) Clubs to ensure that all players and spectators on the Association's grounds behave in a manner consistent with the Code of Behaviour.
- 3. A player may take part in more than 1 competition match per round for their Club (to be referred to as the "2 competition game rule").



# COMPETITION POLICY

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4. The player is subject to the following rules:
  - (a) If a player is playing 2 competition games, 1 competition game must be in the team the player is registered in. Clause 8 of the Players' Policy will apply for players playing 2 competition games.
  - (b) ~~Players are not permitted to play 2 competition games per day during final series.~~
  - (c) Players cannot play an additional game in a team where 7 team members are present.
    1. Exception: Any team with a player injured during the game may use the 2 competition game rule, but the injured player may not return to the court for the remainder of the game.
  - (d) Should any of the above conditions be broken under the 2 competition game rule the team in which the player is not registered in will be subject to the same penalties as playing an ineligible player (refer to Competition Policy).
  - (e) A maximum of 2 players in any one team can play additional games under the 2 game competition rules.
  - (f) Should a player play an additional game under the 2 competition game rule, the player must indicate the 2nd game on the score card and team registered in.
  - (g) Players using the 2 competition game rule can only be accredited with playing 1 game per round.
  - (h) The Association has the discretion to amend the 2 competition game rule to include invited representative teams into any grade or age division competition.
5. No player shall play in a lower grade to that in which the player is registered.
6. If a player plays **5 games** in a higher:
  - grade,
  - age group
  - division

The player will be moved from her original team and be considered a player of the lowest grade of the 5 games played up. Where there are 2 teams in the same grade of this lowest grade, the player is able to choose the team they play in.
7. When a Club is fielding more than 1 team in a grade or age division, players may not interchange in that same grade, except prior to season commencement, when Clubs may move a player by a date decided by Council each year.



# COMPETITION POLICY

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8. Players representing the Association in NSW Netball Senior Competitions - Metro League 1 and 2 players and Premier League players must play A1 and all other Metro League players must play A Grade. There is no limit to the number of Metro League players or Premier League players in any one team.
9. Should a player be pregnant they should immediately refer to the Netball NSW Pregnancy Policy.
10. RNA Executive may grant special consideration for a player to transfer to another if:
  - (a) The Competition has not commenced.
  - (b) The player's team disbands and
  - (c) RNA Executive considers the cause of the team disbanding was in no way attributed to the player requesting the transfer.
11. Players cannot apply for a refund of registration fees if a team withdraws after registration, grading or fixtures are completed.
12. Any player registered in a club team that has been withdrawn from the Competition is eligible to play in another team within that Club provided that it is of a higher grade or division.
13. Any incident where a player has been sent from the court during a game must be recorded on the score card, with:
  - (a) Player's name, position and in which quarter of the game Incident/reason for send-off penalty and time penalty/duration, e.g 2 minutes, remainder of game
  - (b) The above details will be entered in the RNAs Incidents Record (via Play HQ) by the Competition Co-ordinator.

## **1.5.1 FINAL SERIES -PLAYERS**

In addition to the above, the following rules apply to the Final Series games e.g., preliminary final semi-finals, finals and grand Finals

1. A player may only play for one team for the duration of the final series.
2. No player may compete in a preliminary final, semi-final, final or grand final unless the player has played 3 competition games for the Club.
3. No player may compete in a preliminary final, semi-final, final or grand final unless the player is financially up to date with their RNA fees or financially up to date with an approved payment plan.



# COMPETITION POLICY

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4. A Club which short of a player for the preliminary final, semi-final, final or grand final, may bring up a player from one of its lower graded teams.
  - (a) The player may only play in a higher grade, and;
    - i. Juniors Grades:
      1. The player may only play in a division no lower than one division below their current division e.g. a 12 years Div 2 player may only play in 13 years Div 1, 2 or 3.
      2. Representative, Development and Division 1 Players can only play in Division 1 or 2.
    - ii. Intermediate Grade: Players from the Intermediate Grade, Division 1 and 2 may only play in B1 grade and above.
  - b. Exception: Clubs may apply in writing to the RNA Executive Committee for an exemption.
    - i. Each application will be assessed on its own merits
    - ii. The decision of the Executive Committee is final.

## 1.6 NET-SET-GO PROGRAM

RNA run two junior beginner's netball programs.

- 5-7 Skills Program (Learning and Acquisition of Fundamental Motor Skills).
- 7-9 Net-Set-Go Competition Games – These games are non-competitive games.

Please see the RNA Net-Set-Go handbook which contains full details of the rules and procedures.

## SKILLS PROGRAM

A Co-Ordinator and sub-committee of Net-Set-Go 5-7 skills program will be appointed by the Coaching Co-Ordinator.

## NET-SET-GO NON-COMPETITIVE GAMES

- (a) Non Competition games in the 7-9 Net Set Go Program shall be controlled by RNA and shall be in accordance with the rules set down by RNA.
- (b) Net-Set-Go non-competitive game rules and procedures are outlined in the Net-Set-Go Handbook.
- (c) All players must be in their Club's registered uniform at all times.

## 1.7 SCORE CARDS

- (a) In accordance with the Rules there shall be 1 scorer from each team who shall keep a record of the goals scored and centre passes. The first team mentioned in the fixtures is responsible for the collection of the score card from the Control Centre prior to the game.





# COMPETITION POLICY

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- (b) Each team will be responsible for the correct names and obtaining signatures of their own players. The captain, umpire and scorer, and in the case of junior teams, the Manager, must sign the score card. Should any signatures be missing, then the score card will be deemed an incomplete score card and 1 point may be deducted from the relevant team's point score.
- (c) All junior players must sign using both first and last names.
- (d) A player substituting in a higher graded team must indicate the team in which they are registered on the score card. Failure to indicate the substituting player's registered team may result in a loss of 1 point for the offending team and is deducted from the point score.
- (e) All completed score cards are to be returned immediately to the Control Centre by the winning team at the completion of the game.
- (f) Semi-finals, finals and grand-finals score cards will be collected by the umpires from the Control Centre. The completed score cards are to be returned to the Control Centre by the winning team.
- (g) Net-Set-Go competition cards are to be collected from the Control Centre before the game and returned, completed, after the game by the team listed first in the fixtures.

## **SCORERS**

- (a) Each team must supply a responsible scorer for the game. The scorers will stand together at the centre third courtside.
- (b) Teams failing to supply a scorer or sign the score card must accept without challenge the score card as submitted by the opposing team.
- (c) In the event that the score card cannot be correctly completed e.g. the umpire leaves without signing, the team must bring this to the attention of a member of the

Executive who will duly sign the card to this effect. In this event no points will be lost.

## **SCORING DISPUTES**

- (a) In the event that a team disputes a score during the game the scorers must refer the dispute to the Control Centre for a decision.
- (b) Should the final score be disputed the scorers must report to the Control Centre immediately after the game.



# COMPETITION POLICY

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## 1.8 UMPIRING

### UMPIRES

- (a) Umpires at Randwick Netball Association (RNA) are to abide by the Netball Australia Umpires Code of Behaviour.
1. Umpire in accordance with the Official Rules of the Game;
  2. Treat all players, coaches, match official and other umpires with respect;
  3. Place the safety and welfare of the players above all else;
  4. Ensure the court and its surrounds are compliant with the rules;
  5. Take appropriate action to manage dangerous play;
  6. Maintain a high standard of personal behaviour at all times;
  7. Be a positive role model through behaviour and personal appearance projecting a favourable image of netball and umpiring at all times;
  8. Be courteous, respectful and open to discussion and interaction; and
  9. Maintain or improve your current performance level and seek continual improvement.
- (b) All affiliated clubs must have an Umpires Convenor who must attend all umpires' convenors' meetings in the RNA calendar.
- (c) Clubs are responsible for providing umpires of a suitable standard for the teams entered in the Competition.
- (d) All games must have two (2) umpires. Each team or affiliated Club is required to supply an umpire for each match, failure to do so will result in a player having to come off the court to umpire.

### A-GRADE POOL

- (a) The RNA Umpires Committee will allocate umpires for A1, A2 and A3 games each Saturday. Each A1, A2 AND A3 team is responsible for sourcing and nominating a suitably qualified umpire for the umpiring pool.
- (b) National C Badge is the minimum standard for the A grade umpiring pool. If clubs feel that an umpire is of National C Badge standard but not yet badged, they must approach the RNA Umpires' Committee to have the umpire assessed as a candidate for National C Badge within the following 12 months.
- (c) Umpires in A Grade Pool should wear white. A white shirt placed over a playing uniform is acceptable.
- (d) Pool umpires will be paid an agreed amount per game, including finals.



# COMPETITION POLICY

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## **TRAINING**

- (a) It is preferred that all RNA umpires complete the Netball Australia [Foundation Umpires Course](#) and the Netball Australia [Rules of Netball Theory Examination](#).
- (b) RNA complies with the Netball Australia's National Umpire Accreditation Framework (i.e. National C, National B, National A and National AA Badge).
- (c) Club Umpire Convenors can provide coaching to their umpires, with prior approval from RNA Umpires' Convenor. If Clubs do not have the mentors to provide coaching, they should approach the RNA Umpires' Convenor for guidance.
- (d) When an umpire is ready to go for a National Badge, they must be viewed by a member of the RNA Umpires' Committee prior to attempting to be badged.
- (e) Beginner umpires must wear a training vest and **MUST** be accompanied by a mentor for coaching.
- (f) An umpire may not coach or direct play while umpiring except in the case of NetSetGo where the umpire provides guidance to **BOTH** teams.
- (g) The minimum age to umpire senior games is 15 years old, except with prior approval by RNA umpires committee.

## **FINALS**

- (a) Clubs are required to submit umpire nominations as directed. The process for nominations will be emailed to all clubs at the completion of Round 12.
- (b) Umpires will be allocated to semi-finals, finals and grand finals by the Umpires Committee. Umpires will be paid an agreed amount per game. Clubs will be required to pay the agreed amount for each team qualifying for the final series. These monies to then be paid to the umpires allocated to the game.

## **DRESS CODE**

- (a) Umpires at RNA must wear suitable footwear and:
- (b) Whites - shorts, tracksuit pants or skirt and white polo or jacket; or
- (c) Club uniform - tracksuit or playing dress or Club issue umpiring polo.
- (d) Leggings, skins and leisurewear are **NOT** allowed. Umpires who do not adhere to the dress code may incur a fine of \$50 to their nominated Club.



# COMPETITION POLICY

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- (e) Each umpire is responsible for bringing their own equipment to the game, e.g. a whistle, rule book and a hairband to keep track of centre pass.

## **DISCIPLINE**

Action may be taken:

- (a) If a breach of the players and or spectators Code of Behaviour occurs, an umpire has the discretion to lodge an incident report form; and
- (b) For failing to abide by the umpires' Code of Behaviour.
- (c) An umpire may be called upon to attend to a disciplinary meeting.

## **1.9 ADVERSE / WET WEATHER**

RNA reserves the right to cancel, postpone or modify matches or activity due to adverse weather conditions in the interest of participant health and safety for all participants involved.

The RNA competition is played outdoors on all weather asphalt courts. To minimise unnecessary disruption to the Competition, draw and to ensure participants are given every opportunity to play netball, RNA's preference, if possible, is to not cancel games.

While games will not be called off solely because it is raining, player/umpire safety is paramount. If the courts at Heffron Park are deemed to be unsafe, matches will be postponed, and Club Secretary advised accordingly.

- (a) The decision to cancel matches will be made by the RNA Executive Committee (comprising of Executive member/s on duty). Decisions regarding cancellation of games may be made by each timeslot or alternatively morning games or afternoon games (not each age category). If the weather is severe, the whole day may be cancelled, and Club Secretary advised.
- (b) During wet weather, matches will only be cancelled for the safety of players and match officials. Correct footwear should be worn to cope with wet weather conditions and match cancellations will not be based on player/umpire/spectator comfort.
- (c) RNA refers to the Netball NSW Adverse Weather policy definitions and conditions as guidance in the decision making process.



# COMPETITION POLICY

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- (d) Based on information received from local and state weather authorities a decision may be made to cancel activities. The consideration of safety will take into account the following:
- (i) amount and intensity of rain/hail;
  - (ii) thunderstorm activity with lightning;
  - (iii) water volume on the courts;
  - (iv) lack of grip on court; and
  - (v) player age level on court.
- (e) Wherever practical, advanced notice will be posted on the RNA website and Facebook.
- If there is no notification on the RNA website or Facebook, teams should report to the courts.
- (f) Once play has commenced, and in accordance with the Official Rules of Netball, the RNA Executive may stop play in times of extreme weather. If the game is called off at or after half-time, the scores will stand and the team with the highest score will be declared the winner. The score at the time the match is abandoned is taken to be the final score.
- (g) If play ceases before half time, the match shall be considered abandoned and no points awarded. In the event that games are cancelled, or called off before half-time, matches will be rescheduled. These games will be half ( $\frac{1}{2}$ ) games.
- (h) If two (2) or more rounds are cancelled consecutively, the half games would be scheduled forward with all rounds to be played.
- (i) If round 14 games are cancelled, then they will be played the following week, and therefore will delay the final series by a week.
- (j) During the final series, wet weather games may be played Sunday.