



Randwick Netball Association

COMPETITION POLICY

Apr 2024



COMPETITION	4
1. COMPETITION STRUCTURE	4
2. REPRESENTATIVE TEAMS IN RNA COMPETITIONS.....	4
3. NET-SET-GO PROGRAM	4
3.2. SKILLS PROGRAM.....	4
3.3. NET-SET-GO NON-COMPETITIVE GAMES	4
4. UMPIRING	5
5. STRUCTURE OF GRADES.....	5
5.2. AGE GROUP	5
5.3. JUNIOR, INTERMEDIATE, SENIOR COMPETITVE GRADES.....	6
5.4. SPRING AND SUMMER COMPETITIONS	6
5.5. GAMES.....	6
5.6. SCORERS	6
5.7. COMPETITION POINTS.....	6
5.8. LOSS OF POINTS.....	6
5.9. POINTS LADDER	7
6. PLAYERS.....	7
7. CLUB UNIFORMS.....	7
8. COMPETITION ENTRIES.....	7
9. COMPETITION GRADING.....	8
9.1. NOTIFICATION OF GRADING	8
9.2. APPEALS.....	8
10. COMPETITION RULES	9
10.1 CLUBS WITH MORE THAN ONE TEAM IN A GRADE	9
10.2 METRO AND PREMIER LEAGUE PLAYERS	9
10.3 DISCIPLINARY REPORTING	9
10.4 PLAYERS TRANSFER	9
10.5 ADDITIONAL PLAYER REGISTRATION	10
10.6 DE-REGISTRATION	10
10.7 TEAMS WITHDRAWING OR DISBANDING	10
10.8 UNREGISTERED/INELIGIBLE PLAYERS	10
10.9 INJURIES	11
10.10 SUBSTITUTIONS	11
10.11 FORFEITS.....	11
11 SECOND GAME RULE.....	12
12 SCORE CARDS.....	12
11.1. NETSETGO SCORE CARDS.....	13
11.2. SCORING DISPUTES.....	13
11.3. PROOF OF TEAM PLAYER ELIGIBILITY.....	13
12. FINAL SERIES	13
12.1. PLAYERS.....	14
12.2 UMPIRES	14
12.3 GRAND FINALS.....	15

COMPETITION

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)

2. REPRESENTATIVE TEAMS IN RNA COMPETITIONS

Representative /Development players and or teams may be included in any of the competition listed in *1. Competition Structure* under the second game rule.

- a) Club team nominating for a grade cannot be disadvantaged by the inclusion of a representative/development team.
- b) Should a representative/Development team be included in a grade the points will be awarded to the opposing team.
- c) Representative/Development teams will be concluding their schedule games by State Championships. The games will then revert to a bye.

3. 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.

3.2. SKILLS PROGRAM

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

3.3. 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.

4. 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) Any affiliated clubs with eight (8) teams or more, must have an Umpires Convenor, who must attend all umpires' committee meetings.
- (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 UMPIRES

- (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.

5. STRUCTURE OF GRADES

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

5.2. 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.

5.3. JUNIOR, INTERMEDIATE, SENIOR COMPETITIVE GRADES

- a) teams are ranked within their age groups or grades by the association grading committees.
- b) grading of teams within an age group or grade depends on the number of entries.
- c) byes are created in grade where required.

5.4. SPRING AND SUMMER COMPETITIONS

Teams entered in these seasonal competitions are grouped socially within age groups and grades depending on the number of entries.

5.5. 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.

5.6. SCORERS

- a. Each team must supply a responsible scorer for the game. The scorers will stand together at the center third courtside.
- b. Teams failing to supply a scorer must accept without challenge the score card as submitted by the opposing team.

5.7. COMPETITION POINTS

- a. Awarding of points:
 - a. Win 2
 - b. Draw 1
 - c. Loss 0
 - d. Bye 2
- 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.

5.8. 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

5.9. POINTS LADDER

- (a) Point scores will be updated and displayed on Play HQ.
- (b) Any query regarding the allocation of points, must be in writing to the Association.

6. PLAYERS

All players must be registered with a club within RNA, including Metro League Players

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.

7. CLUB UNIFORMS

- a. Teams must comply with the uniform requirements as set out in the Official Rules of Netball and Netball NSW Uniform Guidelines. For medical (must be supported by a medical certificate), religious or cultural reasons application may be made by the respective Club on behalf of the individual for a variation of uniform to RNA for approval.
- b. No player shall be allowed to play unless wearing the registered uniform of their Club.
- c. Any amendments to the uniform must be agreed upon with the RNA Executive Committee

8. COMPETITION ENTRIES

- a. All club entries must be lodged electronically on the official Entry and Team registration forms.
- b. The 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.

- Clubs may apply for an exemption if more than 12 players need to be registered.
- c. Junior teams shall be graded into Age Divisions. When registering their teams, Clubs should nominate the grade in which they prefer them to play.

9. COMPETITION GRADING

- a. All teams will be graded by the following grading committee consisting of 5 members.
- 1 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.
 - 2 These members will be determined at the AGM (or next Council meeting following the AGM if all positions are not filled).
 - 3 All grading of teams will be made at the discretion of the relevant Grading Committee.
- 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. If a winning team from previous competitions consists of five (5) original members, the team will be automatically moved to a higher division.
- d. If a team positioned last from a previous competition and consists of five (5) original members, the team will be automatically moved to a lower division where possible.
- e. Players may not play in a division lower than the division in which they were originally graded.
- f. 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.
- g. Where a team withdraws from the Competition after Grading, the offending team will be fined \$100.00.

9.1. NOTIFICATION OF GRADING

Once grading has been completed, clubs will be notified.

9.2. APPEALS

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

10. COMPETITION RULES

- a. No player shall play in a lower grade to that in which the player is registered.
- b. 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.

- c. should a player be pregnant they should immediately refer to Netball NSW pregnancy policy.

10.1 CLUBS WITH MORE THAN ONE TEAM IN A GRADE

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.

10.2 METRO AND PREMIER LEAGUE PLAYERS

Players representing any Association in the Premier League and Metro League **MUST** play A grade in the RNA Competitions.

- i. Player who plays Premier League or Metro League Divisions 1 or 2 **MUST** play A1.
- ii. Players who play in Metro League Divisions 3,4,5 or 6 may play in A2 or A3.
- iii. Only players in Metro League Divisions 5 and 6 can apply for exemption to play in a lower grade.
- iv. Players who transfer to a higher Metro League team during the season, which would mean they need to play A1 **MUST** apply for an exemption to remain in the lower grade.

10.3 DISCIPLINARY REPORTING

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 the game
- (b) The above details will be entered in the RNAs Incidents Record (via Play HQ) by the Competition Co-ordinator.

10.4 PLAYERS TRANSFER

10.4.1 To another club within RNA

- a. Players transferring from one Club to another before grading must receive clearance from the previous Club.
- b. Once registered and graded with one Club by the Association, a player may not transfer to any other Club until the following Competition.

10.4.2 Transfer to another team within the club.

- a. A player may transfer to another team, only if the Association is notified on the appropriate transfer Forms prior to grading.

10.5 ADDITIONAL PLAYER REGISTRATION

- a. All additional or late registrations, clubs MUST submit an additional registration form to either the Senior Competition Co-ordinator (via seniorcomp@randwicknetball.com.au) or the Junior Competition Co-ordinator (via juniorcomp@randwicknetball.com.au) PRIOR to the player registering on PlayHQ. The relevant Convenor will then respond advising if registration is approved or not and then the players register in Play HQ.
- b. Submissions for additional players must be authorized by the Club secretary and must be submitted for additional player or additional players must be submitted to the appropriate Competition Coordinator before 6.00pm on the Wednesday before the following Saturday.
- c. Players transferring from another Association will need a clearance from their previous club or Association. Players will be given seven (7) days to clear their debts if any Association reports the player as being unfinancial.

10.6 DE-REGISTRATION

- a. All Clubs need to email Treasurer@randwicknetball.com.au to de-register a player, providing that player has not played a game or part therefore during the current season.
- b. Clubs first need to cancel a player's registration on the players page on Play HQ.
- c. RNA is the only authorised body to have a player de-registered.

10.7 TEAMS WITHDRAWING OR DISBANDING

- a. RNA Executive may grant special consideration for a player to transfer to another if:
 - i. The Competition has not commenced.
 - ii. The player's team disbands and
 - iii. RNA Executive considers the cause of the team disbanding was in no way attributed to the player requesting the transfer.
- b. Any player registered in a club team that has been withdrawn from the competition is eligible to play in another team within that club providing that it is of a higher grade/division.
- c. Players cannot apply for a refund of registration fees if a team withdraws after registration, grading or fixtures are completed.

10.8 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.

10.9 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.
- c. Blood Rule
 - i. A player on the court should indicate to the nearest umpire that injury time is required.
 - ii. All other players must remain in their positions.
 - iii. A substitution and or position change can be made by either team.
 - iv. The bleeding player for whom the play was stopped must leave the court.
 - v. If umpires, see blood on a player(s) they should 'call time' and the player must leave the court.

10.10 SUBSTITUTIONS

In all games, substitutions can occur in accordance with ALL Australia Netball Rules.

10.11 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. All players in a team receiving a forfeit are permitted to player for another team in a higher grade. The 2nd Game Rule does not apply.

- e. If a player plays up into another team after receiving a forfeit, they will only get credited for one (1) game.
- f. Up to 4 players from a forfeiting team are eligible to play for another team on the day of the forfeit.
- g. A forfeit may be declared after to 5 mins from the scheduled stating time of the game when the opposing team has less than 5 players able to take the court.
- h. Any team forfeiting on three consecutive occasions during the competition maybe with drawn from the competition.
- i. 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.

11 SECOND GAME RULE

A player may take part in more than 1 competition match per round for their Club (to be referred to as the "Second Competition game rule".

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 cannot play an additional game in a team where 7 team members are present.
 - i. 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.*
- c. 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.
- d. A maximum of 2 players in any one team can play additional games under the 2 game competition rules.
- e. 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.
- f. Players using the 2-competition game rule can only be accredited with playing 1 game per round.

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.

12 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 scoring the game.

- 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.

11.1. NETSETGO SCORE CARDS

Net-Set-GO competition scorecards are to be returned, completed after the game by the team listed first in the fixtures.

11.2. 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.

11.3. PROOF OF TEAM PLAYER 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.
- d. Any player falsifying a registered players signature will be subject to specified penalties.

12. FINAL SERIES

- a. Four (4) teams in each grade obtaining the highest competition points will compete in the final series.
- b. RNA reserves the right to alter/change the format for the final series in all competitions.
- c. Injury time is played as per Netball Australia Rules.
 - i. Teams must appoint a designated timekeeper to record injury time and record the time on the scorecard.
 - ii. The timekeeper must stand with the scorers.

- iii. Injury time is added to the final quarter of the match once official time has completed.
 - iv. A player has 30 seconds per injury/blood rule time will be added to the end of the game.
- b. Play does not stop at the final siren; play continues on until the umpire ends the game.

12.1. PLAYERS

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

- a. A player may only play for one team for the duration of the final series.
- b. No player may compete in a semi-final, final or grand final unless the player has played 3 competition games for the Club.
- c. No player may compete in a 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.
- d. A Club which is short of a player for the semi-final, final or grand final, may bring up a player from one of its lower graded teams.
- e. The player may only play in a higher grade, and.
 - i. Juniors Grades:
 - 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.
 - 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.

***Exception:** Clubs may apply in writing to the RNA Executive Committee for an exemption to the above rule.

 - Each application will be assessed on its own merits.
 - The decision of the Executive Committee is final.
- f. Teams fielding unregistered/ineligible players in the final series will be disqualified.

12.2 UMPIRES

- a. Clubs must nominate an umpire for each team in their club that has qualified for the final series: Semi finals, finals, Grand Finals one week prior to each week of the series.
- b. The Umpires' Committee is responsible for allocating umpires to all Semi Finals, Finals and Grand Finals. All umpiring appointments for the final series are based on experience and capability.
- c. If an umpire, who has been nominated by a club, is unavailable for umpiring duties, it is the responsibility of the club concerned to find a suitable replacement and notify the Umpires Committee.

- d. Failing to show for an allocated duty in adequate time will result in the club being fined \$100. The fine must be paid before the following week prior to any teams from that club taking the court to play in a final series game.
- e. It is the club's responsibility to advise their nominated umpires of their duties. If umpires are not advised of their duty, the club will be liable for the fine.

12.3 GRAND FINALS

In addition to the rules for the Final Series, the following applies to Grand Finals.

- a. In Junior Grand Finals, where the score is equal at the final whistle, Joint Premiers are awarded.
- b. In Junior Grand Finals, where the score is equal after all injury time has been played and the final whistle is blown, Joint Premiers will be awarded.
- c. In Intermediate and Senior Grand Finals, where the score is equal after the final whistle, play continues for 5 minutes each way. Then if the score is still equal, play continues until one team wins by 2 goals.
- d. In Intermediate and Senior Grand Finals, where all injury time has been played and the score is still equal, play continues for 5 minutes each way. If then, the score is still equal, play continues until one team wins by 2 goals.