



Competition Policy



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COMPETITION

This policy outlines the rules, structure, and administration of competitions conducted by Randwick Netball Association (RNA). All Clubs, players, officials, and members are required to comply with this policy.

RNA maintains a zero-tolerance approach to misconduct, including abuse, harassment, and unsportsmanlike behaviour.

1. COMPETITION STRUCTURE

The Competition (excluding social competitions) includes the following age groups:

- a) Net-Set-Go skills program.
- b) Net-Set-Go non-competitive program players.
- c) Junior competition:
 - 10 to 14 years
 - Mixed teams
- d) Senior competition:
 - 15 years
 - Intermediate
 - Open senior grades
 - Mixed teams
- e) For eligibility, in the above competitions, refer to Clause 5.

1.2 COUNCIL MEETINGS

- a) The dates for council meetings will be as advised in the calendar of events prior to the commencement of the competition.
- b) Executive Committee members are entitled to one vote each.
- c) Only two (2) registered members from each Club are entitled to vote.
- d) Voting members must be present to the end of the meeting.
- e) A fine of \$50 per Club and a loss of 1 point per team shall be imposed for Clubs not attending each council meeting. Clubs will be issued an invoice for non-attendance at a council meeting. The invoice must be paid within 7 days or teams cannot play.
- f) All correspondence to the Association is to be directed to the RNA Secretary through the Club Secretary.
- g) All correspondence must be received by the RNA Secretary within 48 hours of scheduled meetings.

2. REPRESENTATIVE TEAMS IN RNA COMPETITIONS

- a) Representative teams may be included in any of the competitions.
- b) Clubs nominating for a grade cannot be disadvantaged by the inclusion of a representative team.
- c) Should a representative team be included in a grade the points will be awarded to the opposing team.
- d) Representative teams will be concluding their schedule games at the end of the first round of the competition. Those games will then revert to a bye.

3. NETSETGO PROGRAM

RNA runs two junior beginner's netball programs.

- a) 5-7 Skills Program (Learning and Acquisition of Fundamental Motor Skills).
- b) 7-9 NetSetGo Competition Games – These games are non-competitive games.

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

3.1 SKILLS PROGRAM

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

3.2 NETSETGO 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 NetSetGo Handbook and/or Policy.
- c) All players must play in their Club's registered uniform.

4. UMPIRING

4.1 UMPIRES

- a) Umpires at Randwick Netball Association (RNA) are to abide by the Netball Australia Umpires Code of Behaviour.
 - i. Umpire in accordance with the Official Rules of the Game.
 - ii. Treat All players, coaches, match officials and other umpires with respect.
 - iii. Place the safety and welfare of the players above all else.
 - iv. Ensure the court and its surrounds are compliant with the rules.
 - v. Take appropriate action to manage dangerous play.
 - vi. Maintain a high standard of personal behaviour at all times.
 - vii. Be a positive role model through behaviour and personal appearance projecting a favourable image of netball and umpiring at all times.
 - viii. Be courteous, respectful, and open to discussion and interaction; and
 - ix. 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, where arranged.
- 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 may result in a player having to come off the court to umpire.

4.2 POOL UMPIRES

- a) The RNA Umpires Committee will allocate umpires for the "A grade" grades.
- b) A Grade teams are responsible for sourcing and nominating a suitably qualified umpire for the umpiring pool.
- c) National "C" Badge is the minimum standard for the umpiring pool.

5. STRUCTURE OF GRADES

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

5.1 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.

5.2 ELIGIBILITY

NetSetGo	07 years to 09 years
Junior	08 years to 14 years
15 years	12 years to 15 years
Intermediate	13 years to 18 years
Senior	14 years and over

5.3 JUNIOR, INTERMEDIATE, SENIOR COMPETITION GRADES

- a) Teams are ranked within their age groups or grades by the Association's grading committees.
- b) Grading of teams within an age group or grade depends on the number of entries.
- c) Byes are created in grades where required.

5.4 SOCIAL COMPETITIONS

Teams entered in these competitions are grouped socially within age groups and grades. Refer to Social Comp Policy.

6. GAME PROCEDURES

- a) Matches, with the exception of the final series, 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 commences 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.
- d) If a team has less than 5 players, that team can draw from a Club team in a lower grade that has a bye or player from other Club teams under the second game rule, provided they have a minimum of 3 players from the registered team.

6.1 SCORERS

- a) Each team must supply a responsible scorer for the game. The scorers will stand together at the centre third courtside in the scorer's box or in line with the centre circle.
- b) Teams failing to supply a scorer must accept without challenge to the score as submitted by the opposing team.
- c) Refer to Clause 13 - scoring.

6.2 COMPETITION POINTS

- a) Awarding of points
 - Win – 2 points
 - Draw – 1 point
 - Loss – 0 points
 - Bye – 2 points
- 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.
 - i. Goal average is calculated by RNA not PlayHQ using the following formula:
 - $\text{Goals For} \div \text{Goals Against} \times 100 \div \text{Actual Games Played}$
 - ii. When a team forfeits that is considered a game.
 - iii. When a team receives a forfeit, it is not considered a game.
- d) Re-grading – Refer to Clause 10.

6.3 LOSS OF POINTS

- a) One (1) competition point may be lost for:
 - i. failure to indicate a substitute player.
 - ii. Club non-attendance at Council Meetings – Refer to Clause 1.2.
- b) Two (2) competition points will be lost for:
 - i. Playing an unregistered player; and
 - ii. Not complying with the competition rules. If it is the winning team not complying with the rules, their 2 points will be awarded to the opposing team.

6.4 SUSPENSION OF GAMES

RNA Executive and/or A or B national badged umpires may suspend games as follows:

- a) Reasons for suspension of games include but not limited to:
 - i. Non-compliance with Code of Conduct of Netball NSW and RNA.
 - ii. Physical or verbal abuse or swearing by players and/or spectators.
 - iii. Unsportsmanlike conduct or behaviour by players and/or spectators.
- b) Where RNA suspends a game, the points will be allocated to the non-offending team and 2 points deducted from the offending team.
- c) Where both teams are deemed equally responsible, 2 points will be deducted from the aggregated points score of both teams.

6.5 POINTS LADDER

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

7. PLAYERS

All players must be registered with a club within RNA, including Metro League Players and players in representative programs.

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) Only play for their registered club.
- e) Jewellery is NOT permitted except for a padded taped wedding band. Earrings cannot be worn or taped.
- f) Gloves must be removed for inspection of nails.

8. CLUB UNIFORMS

- a) Teams must comply with the uniform requirements as set out in the Official Rules of Netball and Netball NSW Uniform Guidelines.
- 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.
- d) For medical (must be supported by a medical certificate), religious or cultural reasons, an application may be made by the respective Club on behalf of the individual for a variation of uniform to RNA for approval and in consideration of player safety.

9. 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 must be received by RNA by the published time and date for close of entries.
- c) Clubs may apply for an exemption if more than 12 players need to be registered.
- d) Junior teams shall be graded into age divisions. When registering their teams, Clubs should nominate the grade in which they prefer them to play.
- e) Additional players registering from Round 8 may apply to the RNA Treasurer for a voucher for a reduced RNA fee.

10. COMPETITION GRADING

- a) All teams will be graded by the following grading committee consisting of five (5) members.
 - i. Two (2) Executive Committee members, one being the Competition Co-Ordinator.
 - ii. Three (3) non-Executive elected members voted by Council.
 - iii. Where the grading committee does not have 5 members present, a reserve or another executive committee member may substitute.
 - iv. These members will be determined at the AGM (or next council meeting following the AGM if all positions are not filled).
 - v. 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, depending on team entries.
- 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, depending on team entries.
- e) Players may not play in a division lower than the division in which they were 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 to appeal.
- g) Where a team withdraws from the competition after grading, the offending team will be fined \$250.00.
- h) 10 years grading format is subject to review annually.

10.1 NOTIFICATION OF GRADING

Once grading has been completed, clubs will be notified.

10.2 APPEALS

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

10.3 RE-GRADING

Grading will be reviewed after all teams have played each other once, by the Competition Co-Ordinator and grading committee only.

- a) If a team is regraded to a higher grade or division, the team will take the position equal to the team listed in 4th position and will receive the points as the 4th place team.
- b) If a team is re-graded to a lower grade or division, any points accrued will be carried to the new grade or division.

11. 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 can choose the team they play in.

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

11.1 RESTRICTION RULE – 12 years – Intermediate Division

Teams in the 12 years to Intermediate Division with Representative and Development players are subject to the following:

- a) Teams entered in any division or age group should not exceed 7 points in total when including Representative and Development players from RNA or any Association in the current playing year.
- b) Clubs must identify Representative and Development players, calculate points, and enter the total on each team entry registration form.

Allocation of points

- i. Representative players in current year - 2 points
- ii. Development players in current year - 1 point
- c) Should a team exceed the 7-point restriction rule, the grading committee will determine team placement.

11.2 PLAYING UP IN ANOTHER GRADE

- a) A team which is short of a player due to sickness, injury or absence, may bring up a player from a lower graded team. Refer to matrix at Appendix A/B.
- b) Players required to play up must not impact the 7-point rule for the team they are required to play in.
 - i. A total of 7 points cannot be exceeded with the inclusion of representative and/or development players playing up.
- c) If a team has been graded on the 7-point rule and has not exceeded the 7 points, and requires a player due to sickness, injury or absence, 11.2 (b) rule applies.
- d) Junior Grades
 - i. A Junior player, registered in an age group division team may only play in a division no lower than one division below their current division in the next age group competition.
 - ii. Representative and Development players can only play in Divisions 1 or 2 in any Junior age group.
 - iii. For players registered in an age group division team may play in a higher age group. For eligibility refer to the matrix at Appendix A/B.
- e) Senior Grades -15's, Intermediate and Open Grades
 - i. 11 years and under cannot play in senior grades.
 - ii. 12 years can only play in the 15 years senior grades.
 - iii. 13 years can play in 15's and intermediate grades.
 - iv. 14 years can play in any senior grades.
 - v. Players from the Intermediate grade, Divisions 1 and 2 may only play in B1 or above.
 - vi. **Exception** – Clubs may apply in writing to RNA for an exemption to the above rules. Each application will be assessed on its own merits. The decision of RNA is final.
 - vii. For players in 15's years and Intermediate grades refer to the Eligibility grid to play in higher grades. Refer to matrix at Appendix A/B.

11.3 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.

11.4 METRO AND PREMIER LEAGUE PLAYERS

- a) Players representing any Association in the Premier Leaguer and Metro League MUST play A Grade in the RNA Competitions.
 - i. Players who play Premier League or Metro League Divisions 1 or 2 MUST play A1. Players who play in Metro League Divisions 3,4,5 or Development series may play in A2, A3 or the highest team within the Club.
 - ii. Players who transfer to a high 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.
- b) Discretionary Clause
 - i. Clubs with Metro League players may apply for an exception for a lower grade or division.
 - ii. Clubs should list Metro League players in the highest team within the Club.
 - iii. The Club must appeal to the Senior Competition Co-Ordinator along with the respective Grading Committee who will consider all aspects of the request and approve or reject the appeal.
 - iv. If the appeal is approved, the team will be graded in line with other entries.

11.5 DISCIPLINARY REPORTING

Any incident where a player has been sent from the court during a game must be recorded on the game management card by the scorer.

- i. 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 or remainder of the game.
- ii. The above details will be entered into PlayHQ by the Competition Co-Ordinator.

11.6 PLAYER TRANSFER

- a) Unfinancial Members
 - i. Members/Players with outstanding registration fees or debts to Clubs/Associations are ineligible to participate in RNA competitions, transfer to another club, or receive insurance coverage.
- b) Transfer to another Club with RNA
 - i. Players transferring from one club to another before grading must receive a clearance from the previous club. A Club may refuse a transfer to another club if the player is unfinancial, ensuring debts are settled first.
 - ii. Once the competition has commenced, a player may not transfer to any other club until the following competition.
- c) Transferring to another team within the Club
 - i. Clubs may transfer players to another team with their club before grading using the PlayHQ options.

- ii. Once grading has been completed, clubs may only transfer players outlined in the RNA Competition rules. Clubs must also submit the “Change to registration Summary” form.
- d) Transferring from another Association
 - i. Players transferring from another association will need clearance from their previous club or association. Players will be given 7 days to clear their debts if any association reports the player as being unfinancial.

11.7 ADDITIONAL PLAYER REGISTRATION

- a) Clubs must submit the Change to registration Player Summary Form by 12.00 pm Thursday of each week to the RNA Secretary and relevant Competition Co-Ordinator.
 - E: juniorcomp@randwicknetball.com.au
 - E: seniorcomp@randwicknetball.com.au
- b) Submissions for additional players must be authorised by the Club.
 - i. PlayHQ registration confirmation of new players and date of birth.
 - ii. Advising which team the player has been registered.
 - iii. Deletions
 - iv. Transfer of a player from one team to another.
- c) Players who register after Round 7 of the Competition may be subject to a reduced portion of the RNA Competition fee.

11.8 DE-REGISTRATION

- a) Pre-Competition commencement
 - i. Clubs first need to cancel a player's registration in Play HQ.
 - ii. RNA is the only authorised body to have a player de-registered.
 - iii. All Clubs must 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) Once competition commences
 - i. Netball NSW/Netball Australia will not refund once competition has commenced or player has taken the court.
 - ii. A player may request a refund if they have not played.
 - iii. RNA may deduct an administration fee.
- c) Injured player

A registered member who has been injured and made an insurance claim pre season may not receive a refund of fees from Netball Australia/Netball NSW.

11.9 TEAM 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 grading or fixtures are completed.

11.10 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. Refer to Clause 11.2 regarding playing in a higher grade including final series.
- 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.
- f) If the team in breach wins the game, the competition points are to be awarded to the opposing team.
- g) If the team in breach loses the game, the competition points are deducted from their total point score.
- h) Teams knowingly fielding unregistered players or players not adhering to competition playing rules, may incur an additional penalty or suspension for games.

11.11 INJURIES

- a) In round games, injury time can be called in accordance with the Netball NSW Umpires Rule Book. The injury time is NOT played at the end of the game, with the exception of the final series.
- b) 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.

11.12 SUSTITUTIONS

In all games, substitutions can occur as follows:

a) Rolling Substitutions

While play is in progress, any team may choose to use rolling substitutions provided the rolling substitution is performed with players on the team bench who have been named on their team sheet.

- i. The rolling substitutions stands at the designated area. This is normally set up as a small box or line to the side of each team's bench next to the score bench in line with the centre circle.
- ii. Before leaving the designated area, the substitute tags (with hands) the player leaving the courts.
- iii. Only 1 rolling substitution per team can be made at a time.
- iv. Play is not to be held up for rolling substitutions. If play is delayed, the player will be penalized under Rule 19. Foul Play, Unfair Play 2, Delaying play, which state a player or team may not intentionally waste time or delay.
- v. Players must observe the offside rules as they enter/leave the court, in the event a player goes offside.
- vi. Players must not interfere with the umpire's movement during the substitution.
- vii. If a player leaves the court as a rolling substitution and there is no player at the designated area, the replacement player will be treated as a late player under the rules and can enter at a "break in play" (defined in the Rule of Netball 2024 edition).

b) Injury – Refer to Clause 11.11.

11.13 FORFEITS

Notification of Forfeit

- a) Teams intending to forfeit a match must provide a minimum of three (3) hours' notice to the opposing team.
- b) Notification requirements:
 - i. The Club Secretary of the opposing team must be notified of the forfeit.
 - ii. Where the forfeit is advised on the day of competition, notification must be made via text message to the opposing Club Secretary.
 - iii. Confirmation of receipt of the forfeit notification must be obtained from the opposing Club.
 - iv. The Competition Co-Ordinator must also be notified.
- c) Teams failing to notify the opposing team of an intended forfeit will be fined \$50.00.

- d) Teams that have not been notified of a forfeit by the opposing team can invoice the Association for an amount of \$30. This amount being payable for umpiring duties for the umpire that was allocated to the team that received the non-notified forfeit. Once the team who forfeited without notice pays the fine, the \$30 will be paid by the Association's Treasurer to the team that received the non-notified forfeit. The balance of the fine of \$20 will be payable to the Association.
- e) All players in a team receiving a forfeit are permitted to play for another Club team in a higher grade. The 2nd game rule does not apply.
- f) A maximum of 4 (four) players from a team that has forfeited are permitted to play for another Club team, in a higher grade.
- g) If a player plays up into another team after receiving a forfeit, they will only get credited for one (1) game.
- h) A forfeit may be declared after 5 mins from the scheduled starting time of the game when the opposing team has less than 5 players.
- i) Any team forfeiting on three consecutive occasions during the competition may be withdrawn from the competition.
- j) 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.

12. SECOND GAME RULE

A player may take part in more than one (1) competition match per round for their Club (to be referred to as the "2nd Competition game rule"). The team must have a minimum of 3 players from the original registered team.

The player is subject to the following rules:

- a) If a player is playing 2 games, 1 game must be in the team the player is registered in. Clause 11 will apply for players playing 2 games.
- b) Players cannot play a second 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.
 - II. If a registered team member arrives late, they cannot take the court if the team has already used a player under the second game rule, if it would exceed seven (7) players.
- c) A maximum of 2 players from any one team can play additional games under the 2 game competition rules.
- d) Should a player play an additional game under the second game rule, the player must indicate the 2nd game in the team list as a fill-in.
- e) Players using the second competition game rule can only be accredited with playing 1 game per round.
- f) Should any of the above conditions be broken under the second game rule the team in which the player is not registered in will be subject to the same penalties as playing an ineligible player.

13. SCORING

RNA uses an electronic scoring system. As per Clause 6.1 scorers must stand together.

a) Scorers

- i. In accordance with the Rules there shall be 1 scorer from each team who shall record the goals scored and centre passes. The first team mentioned in the fixtures is responsible for scoring the game.
- ii. Each team is responsible for advising the list of participating players including any substitutions.
- iii. The scorer is responsible for entering the team lists into the score system.

b) Game Management Card

- i. Umpires must sign the game management card.
- ii. Player sanctions are to be recorded on the game management card.
- iii. Injuries may be reported by using the QR code on the game management card.
- iv. The game management cards must be returned to the control room at the completion of each game by the winning team.

13.1 SCORING DISPUTES

- a) If a team disputes a score, the scorers must refer the dispute to the control centre for a decision.
- b) Refer to Clause 6.1 for disputed scores.

13.2 PROOF OF TEAM PLAYER ELIGIBILITY

- a) All players, including substitutions, must be entered into the team list correctly.
- b) Failure to correctly enter players may result in the loss of one (1) point.
- c) Points will be deducted from the total point score for each occasion.
- d) Refer to Clause 5 for eligibility.
- e) Any team falsifying players will be subject to specified penalties – Refer to Clause 11.10.

14. 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) Any stoppage during the game for injury time only is to be timed and recorded.
- d) Injury time is played as per Netball Australia Rules.
- e) Teams must appoint a designated timekeeper to record injury time.
- f) The timekeeper must stand with the scorers.
- g) Injury time is added to the final quarter of the match once official time has been completed.

- h) A player has up to 30 seconds per injury/blood rule and the time will be added to the end of the game.
- i) Play does not stop at the final siren; play continues until the umpire ends the game.
- j) Teams fielding unregistered/ineligible players in the final series will be disqualified from the final series.
- k) The second game rule does not apply in the final series.
- l) In semi finals and 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.
- m) In semi finals and 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.

14.1 PLAYERS

- a) Refer to Clause 11 for player eligibility.
- b) In addition to the competition rules, the following rules apply to the Final Series games e.g. semi finals, finals and grand finals.
 - i. A player may only play for one team for the duration of the final series.
 - ii. No player may complete in a semi final, final or grand final unless the player has played 3 (three) competition games for the Club.
 - iii. No player may complete 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.
 - iv. A Club which is short a player from the semi final, final or grand final, may bring up a player from one of its lower graded teams, provided the above clauses have been met.

14.2 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) In the final series, neutral umpires are allocated to games. National "B" and above who are officiating at Premier League, Metro League or relevant competitions conducted by Netball NSW or All Australia are considered neutral.
- c) Badged umpires from other Associations may be used in the final series.
- d) 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. Priority is given to badged umpires.
- e) 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.

- f) 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 team from that club taking the court to play in a final series game.
- g) 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.

14.3 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 the event of joint premiers, the team who is named first in the fixtures will receive the winning trophies at the presentation. Additional trophies will be arranged for the other team and provided at a later date.
- d) In senior grades 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.
- e) In senior grades 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.

15. WET WEATHER

- a) 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 score will stand and the team with the highest score will be declared the winner. The score at the time of the match was abandoned is taken to be the final score.
- b) If play ceases before half-time, the match shall be considered abandoned, no points awarded. If matches are cancelled, or called off before half-time, matches will be rescheduled.
- c) Any player is permitted to play in a rescheduled match subject to the provisions of the 2nd game rule.
- d) If a team forfeits a game and subsequently the match is cancelled due to adverse/wet weather, the forfeit does not stand.

16. VERSION HISTORY

Version	Adopted	Effective Date
V1.0	11 November 2024	11 November 2025
V1.1	30 April 2025	30 April 2025
V1.2	24 June 2026	25 July 2026

		Age Group and Division you can play up into									
	CURRENT PLAYING DIV	10s	11s	12s	13s	14s	15s	INT	C	B	A
	10 Div 01	10 Div 1	11 Div 1, 2	All 12 Divs							
	10 Div 2	10 Div 1, 2	11 Div 1, 2,3	All 12 Divs							
	10 Div 3	10 Div 1, 2, 3	All 11 Divs	All 12 Divs							
XX	10 Div 4+	All 10 Divs	All 11 Divs	All 12 Divs							
	11 Div 1		11 Div 1	12 Div 1, 2	All 13 Divs						
	11 Div 2		11 Div 1, 2	12 Div 1, 2, 3	All 13 Divs						
	11 Div 3		11 Div 1, 2, 3	All 12 Divs	All 13 Divs						
XX	11 Div 4+		All 11 Divs	All 12 Divs	All 13 Divs						
	12 Div 1			12 Div 1	13 Div 1, 2	All 14 Divs	All 15 Divs				
	12 Div 2			12 Div 1, 2	13 Div 1, 2, 3	All 14 Divs	All 15 Divs				
	12 Div 3			12 Div 1, 2, 3	All 13 Divs	All 14 Divs	All 15 Divs				
XX	12 Div 4+			All 12 Divs	All 13 Divs	All 14 Divs	All 15 Divs				
	13 Div 1			13 Div 1	14 Div 1, 2	All 15 Divs	All INT Divs				
	13 Div 2			13 Div 1, 2	14 Div 1, 2, 3	All 15 Divs	All INT Divs				
	13 Div 3			13 Div 1, 2, 3	All 14 Divs	All 15 Divs	All INT Divs				
XX	13 Div 4+			All 13 Divs	All 14 Divs	All 15 Divs	All INT Divs				
	14 Div 1				14 Div 1	15 Div 1, 2	All INT Divs	All C Divs	All B Divs	All A Divs	
	14 Div 2				14 Div 1, 2	15 Div 1, 2, 3	All INT Divs	All C Divs	All B Divs	All A Divs	
	14 Div 3				14 Div 1, 2, 3	All 15 Divs	All INT Divs	All C Divs	All B Divs	All A Divs	
XX	14 Div 4+				All 14 Divs	All 15 Divs	All INT Divs	All C Divs	All B Divs	All A Divs	
	15 Div 1					15 Div 1	All INT Divs	All C Divs	All B Divs	All A Divs	
	15 Div 2					15 Div 1, 2	All INT Divs	All C Divs	All B Divs	All A Divs	
	15 Div 3					15's Div 1, 2, 3	All INT Divs	All C Divs	All B Divs	All A Divs	
XX	15 Div 4+					All 15 Divs	All INT Divs	All C Divs	All B Divs	All A Divs	
	INT Div 1						INT Div 1		B Div 1	All A Divs	
	INT Div 2						INT Div 1, 2		B Div 1	All A Divs	
	INT Div 3						INT Div 1, 2, 3	All C Divs	All B Divs	All A Divs	
XX	INT Div 4+						All INT Divs	All C Divs	All B Divs	All A Divs	
	C Div 1							C Div 1	All B Divs	All A Divs	
	C Div 2							C Div 1, 2	All B Divs	All A Divs	
	C Div 3							All C Divs	All B Divs	All A Divs	
	B Div 1								B Div 1	All A Divs	
	B Div 2								B Div 1, 2	All A Divs	
	B Div 3								B Div 1, 2, 3	All A Divs	
	B Div 4								All B Divs	All A Divs	
	A Div 1									A Div 1	
	A Div 2									A Div 1, 2	
	A Div 3									All A Divs	

REP PLAYERS

Appendix B

From	11s	12s	13s	14s	15s	INT	C	B	A
11 Dev	11 Div 1	12 Div 1, 2	13 Div 1, 2	14 Div 1, 2					
12 Rep		12 Div 1, 2	13 Div 1, 2	14 Div 1, 2	15 Div 1, 2				
12 Dev		12 Div 1, 2	13 Div 1, 2	14 Div 1, 2	15 Div 1, 2				
13 Rep			13 Div 1, 2	14 Div 1, 2	All 15 Divs	INT Div 1, 2, 3			
13 Dev			13 Div 1, 2	14 Div 1, 2	All 15 Divs	All INT Divs			
14 Rep				14 Div 1, 2	15 Div 1, 2	INT Div 1, 2	All C DIVS	All B Divs	All A Divs
14 Dev				14 Div 1, 2	All 15 Divs	INT Div 1, 2, 3	All C DIVS	All B Divs	All A Divs
15 Rep						INT Div 1, 2		B Div 1	All A Divs
15 Dev						INT Div 1, 2		B Div 1	All A Divs
17's Rep (Non metro)									All A Divs
Metro League Div 1 and 2									A1 only
Metro League Div 3, 4, 5 or Dev									All A Divs