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Maitland District Netball Association Inc

Competition Rules

Review Dates	
Adopted	
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	16 November 2011
	21 st March 2012
	28 th February 2013
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CONTENTS

1. DRESS CODE.....	4
1a. Uniform Changes.....	4
2. UMPIRING.....	4
3. TEAM STRUCTURES AND AGES FOR TEAM SHEETS.....	5
4. SCORE SHEETS.....	6
5. POINT SCORES.....	6
6. LOSS OF POINTS	6
7. FINES.....	7
8. ELIGIBILITY TO PLAY.....	7
8a. Player Members.....	7
8b. Day Players.....	8
8c. How Many Teams May A Player Play In?.....	8
8d. How Many Games A Day May A Team Play?.....	8
8e. How Many Games Must a Player Play to Play Finals.....	9
9. REGISTRATION.....	9
9a. Day/Player Registration Before and After Grading	9
9b. Refunds	9
9c. Number of Players In A Team	9
10. REQUIREMENTS TO PLAY IN THE COMPETITION.....	9
11. GRADING.....	9
11a. Late Registrations.....	9
11b. Regrading.....	10
12. FIXTURES AND WEATHER	10
13. FINAL SERIES WET WEATHER.....	11
14. EQUAL POINTS.....	11
15. FORFEITS.....	11

1. DRESS CODE

1. Registered Team players must wear the Club's approved uniform. The uniform is to be of matching design.
2. For players wearing a dress or skirt, this should be at a length covering their bottom.
3. Clubs must submit new uniforms for approval no later than the end of January to registration secretary for approval.
4. Rubber soled shoes only are to be worn.
5. Positional patches for GS, GA, WA, C, WD, GD, GK must be worn at all times on the court and be visible and legible.
Where a team plays its own club team then the team named second in the draw must provide a clear alternative coloured patch.
6. Players must wear black, navy or uniform matching briefs or tights when wearing a skirt or dress and cover the players' bottom.
7. No jewellery may be worn except for a wedding ring, which must be taped. Additionally, a medical alert bracelet may be worn provided it is covered with tape.
8. Fingernails must be short and smooth.
9. Players who do not meet the above will not be permitted on the court unless the club has provided written notice to the MDNA secretary prior to taking the court.

1a. Uniform Changes

Any changes to uniforms or requests for uniform for new clubs registering must be submitted for approval by the Registration Secretary prior to purchase.

2. UMPIRING

- a) All umpires are required to wait at their allocated court at least ten (10) minutes prior to their game and begin pre-game checks at the appropriate time.
- b) **IF an umpire turns up to a court and:**
 - there are already two umpires at that court
 - they are the only umpire
 - there are no teams
 - there is a forfeit
 - something else untoward has happened

then they should return to the Umpires Desk IMMEDIATELY! Under no circumstance should an umpire start a game on their own or recruit someone from the sideline.

- c) **Reserve Umpires** only are required to sign in with the duty umpired at the umpires' desk 10 minutes before the game. Reserve umpires will wait in the clubrooms on the chairs provided for the first half of the game, or at the discretion of the duty umpire whichever is shorter. These umpires should be fit, competent, prepared to umpire and dressed appropriately.

Umpires who start a game must complete that game. Substitution is not allowed unless it is for illness/injury and the Umpires Convenor must be informed.

- d) Clubs, Teams and Reserve Umpires named in the Fixtures are required to supply two (2) umpires who are fit, competent, dressed appropriately and prepared to umpire. If an umpire presents to the desk injured/ill it is the club's/team's responsibility to supply a replacement.
- e) The dress code for umpires is club uniform or white shirt and skirt or shorts.
- f) Suitable sports footwear must be worn.
- g) Jewellery must be removed before players take the court. If an umpire sees a player with jewellery; that player must leave the court and remove the jewellery and may return to the game at the next stoppage/centre pass.
- h) No game should start unless the post-padding is present and correctly attached to the goal posts. The distribution and collection of post pads will be assigned to clubs..
- i) **Withdrawn Teams** – In the event that a team withdraws or is withdrawn from the competition, any further umpiring allocations for that team must be covered by the Club which the team is registered through. In the event that the Club consists of only one team, reserve umpiring will be assigned.
Failure to complete this umpiring by the Club will result in fine/s being issued to that Club.

FINES OF \$50.00 PER UMPIRE WILL BE ISSUED IF THESE COMMITMENTS ARE NOT MET. Appeals will be only considered if the fine has been paid. A refund will be made if the appeal is upheld.

3. TEAM STRUCTURES AND AGES FOR TEAM SHEETS

- a) For registration purposes players in teams participate in the following age groupings for payment costing only:
 - Net set go boys and girls up to 10 years old
 - Juniors 11 – 17 years
 - Seniors 18 years & over

➤ Non-Players, Life Members

- b) All teams are graded according to the Grading Committee, considering the application of the Club.
- c) Special requirements will be addressed by the Convenor and Committee.
- d) Ages are determined by turning that age by 31st December in year of play.

4. SCORE SHEETS

- a) All players participating in the game must be listed on the scoresheet. This includes day players.
- b) The official Scorer is the team that is named first in the fixtures. In the final series, the official scorer is determined by the toss of a coin.
- c) It is the winning teams responsibility to return the scoresheet at the completion of the game. Failure to do so will result in that team losing all points for that game. Teams/Clubs have the right to appeal all fines and penalties.

5. POINT SCORES

- 4 Points for a win
- 2 Points for a draw
- 1 Point for a loss
- 0 Points for a forfeit
- 0 Points for a Bye
- 0 Points abandoned game (wet weather)

6. LOSS OF POINTS

- a) Points may be deducted for the following reasons:
 - 1. Not handing in a score sheet 4, 2 or 1 points
 - 2. Playing an ineligible player 4, 2, or 1 points
- b) Where a team loses points for playing an ineligible player, the opposing team will receive a maximum 4 points for that game. The infringing team will receive 0 points for that game.
- c) Any team playing an ineligible player in a semi-final, final or grand final will be disqualified fined and will take no further part in the final series.
- d) All loss of points is subject to appeal to the Management Committee.

- e) Teams who fail to meet two (2) of their umpiring duties will lose two (2) competition points. Continued failure to meet umpiring duties will result in automatic loss of two (2) team points per unfulfilled duty.

7. FINES

- a) Fines will be imposed on clubs or teams through the club for the following:
 - 1. Ineligible Player Fine
 - i. Playing an unregistered player
 - ii. Playing an ineligible day player
 - 2. Umpire Fine
 - i. Failing to fulfill a fixture allocated duty
 - 3. Scoresheet breach Fine
 - i. Failing to hand in a scoresheet by completion of the days play
 - ii. Failing to correctly complete the day player section of the scoresheet as per MDNA issued guidelines
 - iii. Failing to complete the progressive score section of the scoresheet
 - 4. Canteen Fine
 - i. Failing to fulfill MDNA allocated canteen duty
- b) All fines will be issued as per MDNA Administrative Regulations.
- c) All fines are subject to appeal to the Management Committee.
- d) Non-payment of these fines will see the club un-financial and their teams unable to play in the competition.

8. ELIGIBILITY TO PLAY

8a. Player Members

- a) A player's eligibility to play is determined by the following criteria that they have:
 - 1. met the age and grading requirements;
 - 2. paid their Maitland Fees;
 - 3. paid their NSW Registration and Insurance;
 - 4. are a member of a club which is financial.
 - 5. a player MUST have played five (5) competition games in the season to qualify for final series. A wash out game, if not played, will be considered a game played.

- b) Clubs are hereby notified that it is their responsibility to issue their team coaches with a list of the initial team players and to keep that list updated throughout the season with de-registrations and new registrations.
- c) A fine will be issued to a club where a person is proved to be playing in a game and has not met the above criteria.

8b. Day Players

- a) Day players are permitted to play in the competition provided the player meets the Administrative Regulation requirements including:
 - I. Accurate registration details/ application
 - II. Grading requirements
 - III. Payment of fees where required
 - IV. Playing for a team who has no more than seven (7) MDNA registered players available to play on game day
 - V. Only registered MDNA players are eligible to day play
 - VI. Registered team players may play in the same grade and higher grade as a day player
 - VII. Only non-competition players 9 years of age (or by 31st December in that year) are eligible to day play. These players may day play in the U/10 division only.
 - VIII. Players that play in the u10y division/s may day play no higher than the u12y division/s.
 - IX. Players that play in the u11y and u12y division/s may day play no higher than the intermediate division/s.
 - X. Players that are 12years of age (or by 31st December in that year), that play in an intermediate division may day play no higher than a cadets division/s.
- b) A player is allowed to day play a maximum of 5 times in a season, no more than 3 times in the same team.

8c. How Many Teams May A Player Play In?

Registered team players may play in the same grade and higher grade as a day player.

8d. How Many Games A Day May A Team Play?

A team, or player, may play in two, one-hour games in any one day of play.

8e. How Many Games Must a Player Play to Play Finals

A player MUST have played three (3) games in competition season to qualify to play in the finals (semi finals, preliminary finals and grand final)

9. REGISTRATION

9a. Day/Player Registration Before and After Grading

- a) Immediate registration is available until grading is completed.
- b) All registration forms must be accurately completed before registration is accepted.
- c) Late registration will only be accepted in accordance with the Administrative Regulations.
- d) Any registration/day player form not accompanied by full payment will be deemed unregistered and penalties will apply.

9b. Refunds

- a) No refunds will be given once the competition has commenced.
- b) A handling fee of \$5.00 may apply to refunds.

9c. Number of Players In A Team

- a) There will be no limit to the number of players who register in a team.
- b) No Club may register a player after the Week 12 of the competition round.

10. REQUIREMENTS TO PLAY IN THE COMPETITION

- a) All games will be conducted as per the AANA rules.
- b) Competition games (i.e. 10 years+) will consist of four quarters of fifteen minutes each.

11. GRADING

11a. Late Registrations

- a) All late registration approvals will be subject to the Grading rules.
- b) Any player who registers after initial registration day will require a Late Grading Team Form and a Member Registration Form. No player will be registered without the written consent of the Grading Convenor or his/her appointed delegates from the committee on the Registration Form, once grading is completed.
- c) Late Grading Team forms must be signed by a Club Executive prior to submitting the form to the Grading Convenor.

- d) Individuals wishing to register will be required to follow the following procedure:
 - I. Collect the appropriate forms from the office.
 - II. Fill out all information on the forms.
 - III. Have a Club executive sign the forms, where required.
 - IV. Have the Grading Convenor or delegate appointed by the Grading Convenor sign and approve the forms.
 - V. Place completed forms and all monies due to be paid as prescribed in the Administration Rules.
- e) Any player who registers or transfers after grading has been completed will be subject to grading as follows:
 - I. Up to 3 years since last registration with Netball NSW, the player must play in the same grade or higher than their last registered team.
 - II. 3 to 5 years since last registration with Netball NSW, the player may only be graded one grade lower than their last registered team
 - III. 6 to 8 years since last registration with Netball NSW, the player may only be graded two grades lower than their last registered team.
 - IV. The Grading Convenor with the Grading Committee, by the majority vote, may vary these rules.
- f) Once grading is completed, the Grading Convenor must approve any additions to the team before registration may take place.
- g) All forms must be accurately completed, including player history and signed by a Club executive.

11b. Regrading

In the event of mid-season regrading, which creates or fills a bye in a grade, any team which has lost the opportunity to gain competition points as a result of this regrading will be awarded two (2) competition points.

12. FIXTURES AND WEATHER

- a) Games cancelled due to wet weather will not be replayed. If games are cancelled because of wet weather on more than two (2) occasions, the MC will meet to assess the effect on the competition.
- b) There will be notification where possible for cancellations and postponements of games. All notifications regarding Fixtures, wet weather and cancellations will be detailed on the MDNA website www.maitlandnetball.com.au - as soon as possible. This does not limit the responsible committee members from cancelling or postponing games if they feel it necessary during the day.

- c) Teams may be required to attend on other days or nights as set out by the Fixtures Convenor (See Administrative Regulations).

13. FINAL SERIES WET WEATHER

- a) In the event of wet weather cancelling any Final Series games, all games will be played on the Sunday immediately following.
- b) Where semi final games are cancelled on the Sunday due to wet weather, the team who finished higher on the ladder at the end of the competition rounds will proceed through to the next finals match. (i.e. semi's 3v4 – 3 proceeds; 1v2 – 1 proceeds)
- c) Where preliminary final games are cancelled due to wet weather, the team who finished higher on the ladder at the end of the competition rounds proceeds through to the next finals match. (i.e. 1/2v3/4 – 1 or 2 proceeds)
- d) Where the grand final games are cancelled on the Sunday due to wet weather, the team that was successfully through to the grand final first (winner of the major semifinal) will be deemed the winner.

14. EQUAL POINTS

- a) Throughout the final series where teams finish with an equal score, extra time will be played.
- b) In the case of equal points going into semi finals or a round robin competition, such as a carnival, positioning of teams is worked out on goal averages. These averages are determined as follows:
 - Number of goals scored over the goals against times one hundred over the number of games played. The highest average comes first.
 - The number of matches actually played includes a match a team has forfeited, but does not include a match where the team has received a forfeit.

15. FORFEITS

- a) Any team that forfeits more than three (3) games during any season will be withdrawn from the competition.
- b) All forfeits must be submitted to the Fixtures Convenor by email or phone. Forms are available from the MNDA website.
- c) Both teams from a forfeited game are responsible for canteen and umpiring duties.