



COMPETITIONS POLICIES

Adopted 19 November 2025

ST. GEORGE DISTRICT NETBALL ASSOCIATION INC.

COMPETITIONS POLICIES

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1. COMPETITIONS / PROGRAMS

1.1 REGISTRATIONS

- 1.1.1 Team registration shall close on the date notified each year.
- 1.1.2 Such registration shall be lodged through the online registration system.
- 1.1.3 The age of players will be determined by their age as at the 31 December in the year of play.
- 1.1.4 Clubs must register a minimum of seven (7) players and a maximum of 12 players per team to be graded. The Grading Committee may, at its discretion, apply a tentative grade to teams with less players.
- 1.1.5 Clubs can only register a junior team with a maximum of three (3) Junior Representative players.
- 1.1.6 Clubs are required to nominate umpires that comply with the following requirements:
 - i) Clubs shall submit sufficient umpires to meet the umpiring requirements of one (1) umpire per team registered.
 - ii) Names of potential umpires will be considered.
- 1.1.7 Respective player experience and requested grade for each team shall be forwarded to the Competition Co-ordinator prior to the close of registration.
- 1.1.8 Any incorrect and/or misleading information submitted to the Association regarding registration, grading requests for teams, or respective player experience, may result in immediate suspension of the player or team and/ or loss of any competition points gained whilst the player subject to misleading information was part of the team.
- 1.1.9 Photos on the Photo ID sheet are to be updated at least every two (2) years both on Junior and Senior players.
- 1.1.10 All players shall submit such information as required before playing in their first competition match each season.

1.2 GRADING RULES

- 1.2.1 Club teams per division shall not exceed three (3) teams per division.

- 1.2.2 Method of grading of teams shall be decided by the relevant Grading Committee. Consideration shall be given provided where applicable that:
- i) teams winning the Grand Final will be promoted.
 - ii) teams finishing in last place will be relegated.
- 1.2.3 Teams that retain five players from the previous years' competition shall be eligible for promotion or relegation.
- 1.2.4 The Grading Committee can, at its discretion, grade a team into a higher age group.
- 1.2.5 Grades will be posted on the Association website when the outcomes are decided.

1.3 SENIOR GRADING

- 1.3.1 All grading shall be at the discretion of the Grading Committee.
- 1.3.2 Current Premier League players and Metro League players must play in their Club's team in the highest grade.
- 1.3.3 Metro League players may apply for an exemption to play in a lower grade.
- 1.3.4 Only players turning 17 years of age in the year of competition and older are eligible to play in the senior competition. One exception per senior team may be applied for but will only be considered if other alternatives (e.g. placing them in a junior team) are not available.

1.4 JUNIOR GRADING

- 1.4.1 All grading shall be at the discretion of the Grading Committee.
- 1.4.2 Players 16 years and under must register in the junior competition.
- 1.4.3
- i) The following age groups shall be stand alone: 10U, 11U
 - ii) The following age groups shall be combined: 12/13U, 14/15U, 16/17U
 - iii) The "U" indicates player may be up to the identified age and under.
- 1.4.4 One (1) player per team may be registered one (1) year down of their age qualification. The player shall not be a current Development or

Representative player.

1.4.5 Metro League players are not eligible to play in the Junior competition.

1.4.6 For Representative players selected into the:

- i) 12U representative team shall play in their Club's highest available 12/13 years team at a minimum
- ii) 13U representative team shall play in their Club's highest available 14/15 years team at a minimum
- iii) 14U representative team shall play in their Club's highest available 14/15 years team at a minimum
- iv) 15U representative team shall play in their Club's highest available 16/17 years team at a minimum
- v) 17U representative team shall play in their Club's highest available 16/17 year team at a minimum.
- vi) Representative teams (12U – 13U) shall play in the day competition as Georgians for Round 1 (for an eight (8) team division) or Round 1 and 2 (for a six (6) team division) of that competition, provided that a suitable spot in a division can be found by the Grading Committee.
- vii) Representative teams 14U and above must apply through the State Titles Co-ordinator should they wish to be considered for entry into the Junior Day Competition.
- viii) Grading shall be at the discretion of the Grading Committee.
- ix) Georgians teams shall be awarded points and shall not be eligible for Final Series.
- x) Georgians teams may request to play in the final rounds of the competition to the Competition Co-ordinator via the State Titles Co-ordinator but will still not be eligible for finals.

1.5 PROVISIONAL GRADING APPEALS

1.5.1 Any Club wishing to dispute their provisional grading must lodge a written appeal to the Competition Co-ordinator within 48 hours following the release of provisional grading.

- 1.5.2 The Grading Committee will review all written appeals.
- 1.5.3 Following the review, the Club Secretary will be provided with a written response. Final grading will be posted on the Association website when the outcomes are decided.

1.6 TRANSFERS AND EXCHANGES

- 1.6.1 No transfers of players between Clubs will be considered after the release of final grading.
- 1.6.2 Exchange of players within teams in a Club or additional registrations may be made and advised to the Competition Co-ordinator in writing up to the release of fixtures.

1.7 LATE REGISTRATIONS

- 1.7.1 A late registered player may be eligible for team registration after the release of final grading.
- 1.7.2 Such registration shall be received by the time advised by the Competition Co-ordinator at the February Council Meeting each year.
- 1.7.3 Full registration fees shall be paid.
- 1.7.4 Late registered players must comply with all requirements for registration prior to playing their first competition match.
- 1.7.5 A late registered player shall not be eligible to play in a grade which is more than two (2) grades lower than the lowest grade in which they played in the last two (2) years.
- 1.7.6 Application must be made to the Competition Co-ordinator for consideration for a player with a disability to play in a lower grade.
- 1.7.7 All late registrations after Day 1 must be advised to the Competition Co-ordinator in accordance with the timeframe decided by Council.
- 1.7.8 Where a Club makes alterations to a team that may affect their grade by late registrations and withdrawals, the Grading Committee may review the grading of the team.

1.8 GRADING REVIEW

- 1.8.1 At the completion of the first round of competition (i.e. Day 5) for

grades consisting of five (5) or (6) six teams and Day 7 for grades consisting of seven (7) or eight (8) teams, a grading review shall be conducted by the Grading Committee at its discretion. Any team regraded will retain points already earned.

i) Grades of seven (7) or eight (8) teams that could be regraded with grades of five (5) or six (6) teams may be moved at the end of Day 5.

1.8.2 The splitting of any junior division shall only occur at the completion of a full competition round.

1.9 UNIFORMS

1.9.1 Players competing in Association fixtures shall wear the registered uniform of the Club to which they are registered.

1.9.2 Each new Club shall register the uniform to be worn by their teams. Such uniforms shall be approved by Council.

1.9.3 Clubs wishing to change the uniform worn by their teams which significantly changes the colour scheme shall seek approval from Council.

1.9.4 Uniforms shall not be similar to the Association representative uniform.

1.9.5 Suitable positional patches shall be worn by all players for all matches. Clubs are responsible for providing alternate coloured patches.

1.9.6 No underwear should be showing below the hemline when the player is standing, with the exception of tights.

i) Players or teams in an unregistered uniform will be asked to leave the court.

ii) In exceptional circumstances, a Club may apply in writing seeking dispensation for a player, who because of disability and/or medical condition may additional requirements.

iii) In exceptional circumstances, a Club may apply in writing seeking dispensation for a player/s who is unable to obtain the Club uniform until such uniform is obtained.

iv) Players wishing to wear cultural jewellery or other adornments

must complete a waiver acknowledging they do so at their own risk. Jewellery or other items which cannot be securely covered or taped must be removed, as determined by the umpire.

- v) No adornment that may endanger player safety shall be worn.

1.10 CLUB COLOURS

- 1.10.1 Where there are two (2) teams in a grade with similar colours, Clubs are to provide alternate coloured patches.

1.11 PLAYERS

- 1.11.1 Males aged 13 years and under are eligible to register in the Junior competition. Males over the age of 13 years may compete in a separate mixed or male division.
- 1.11.2 A player shall not play in a grade lower than that in which they are registered.
- 1.11.3 A senior team wishing to play up a junior player must seek approval from an Executive Committee member prior to taking the court. A maximum of one (1) junior player may be permitted to play up in a senior team.
- 1.11.4 A player may play in a higher grade for their registered Club providing that having played three (3) matches in any higher grades they shall be considered a member of the team in which they played their third match up. Two (2) x half (1/2) games as part of weather makeup will be considered one game up only.
- 1.11.5 When fielding more than one (1) team within a grade, Clubs shall not interchange players.
- 1.11.6 Where a player plays up in a higher grade, the team in which they are registered shall be noted on the score sheet and Photo ID sheet sighted.
 - i) No more than two (2) players from any lower graded team are eligible to play up into the same higher graded team at any one time.

- ii) When more than two (2) players play up into the same higher graded team at any one time, the penalty for an ineligible player shall apply.

1.11.7 A player cannot play in two (2) divisions in the one (1) timeslot.

1.11.7 During the rounds a player is allowed to play twice in the one day in different grades. Two (2) x half (1/2) games as part of weather makeup will be considered one game only.

1.12 COMPETITION

1.12.1 Games are played in accordance with rules outlined by the World Netball.

1.12.2 In addition to standard substitutions during intervals and stoppages, teams may choose to use rolling substitutions provided the rolling substitution is performed with players on the team bench who have been named on the score sheet.

- i) The rolling substitution stands at the designated area. This designated spot may be in line with the centre circle or some other area as advised by the competition organisers.
- ii) Before leaving the designated area, the substitute tags (with hands) the player leaving the court.
- iii) Only one (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 penalised under Rule 19. Foul Play, Unfair Play 2. Delaying Play, which state a player or team may not intentionally waste time or delay play.
- v) Players must observe the offside rules as they enter/leave the court, in the event a player goes offside: Sanction: Free pass where the infringement occurred (offside area) unless this places the non-infringing team at a disadvantage when the sanction will be given where the ball was when play stopped, or advantage applied.
- vi) Players must not interfere with the umpire's movement during

the substitution, in the event a player interferes with an umpire: Sanction: Free pass where ball was when play stopped unless this places the non-infringing team at a disadvantage when advantage will be applied.

- 1.12.3 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 Rules of Netball 2024 Edition). Competition matches between registered teams shall be played in accordance with such Policy as Council may approve.
- 1.12.4 In the event of extenuating circumstances, the Executive can vary the playing time and length of competition for that season.
- 1.12.5 Where a grade consists of five (5) - six (6) teams, three (3) rounds are to be played and where a grade consists of seven (7) – eight (8) teams, two (2) rounds are to be played.
- 1.12.6 Play shall commence at the time set down provided that at least five (5) players are present in each team.
- 1.12.7 i) The game shall be forfeited if one (1) team does not have a least five (5) players on court one (1) minute after the time set down for play to commence.
- ii) If, at the end of one (1) minute, neither team have five (5) players on court, the game shall be declared abandoned and no points shall be awarded to either team.
- 1.12.8 All matches shall be centrally timed from the Control Room.
- 1.12.9 i) Except for Final Series, no injury time is added.
- ii) Play may be stopped for injury or illness after a call for time by an on-court player.
- iii) An umpire is to hold time for a player who is bleeding, and no on-court player has called time.
- 1.12.10 i) When a junior team of age group 12 years or under are trailing by at least 20 goals in a match, the coach of the trailing team may request the “mercy rule” be applied. The coach requests this of the scorers, who notifies the umpires.

The coach of the trailing team may withdraw their request by the same process.

- ii) When the mercy rule is applied, all centre passes will be to the non-scoring team.

1.13 FORFEITS

1.13.1 Each team will be allowed a maximum of two (2) forfeits (not consecutive) throughout the competition prior to the last three (3) competition rounds, without penalty where notification has been received by the Competition Co-ordinator at the time advertised.

1.14 SCORE SHEETS

1.14.1 Each team should provide a scorer and both scorers shall stand together on the sideline near the centre of the court.

1.14.2 A team not providing a scorer shall accept the score without redress.

1.14.3 The first named team on the fixture shall be responsible for collecting the score sheet.

1.14.4 Score sheets shall be completed in blue or black pen only.

1.14.5 All player's names shall be printed on the scoresheet prior to taking part in the game.

1.14.6 Player ID sheets must be sighted and checked on the scoresheet by a representative from the opposing team prior to taking part in the game.

- i) A player who has not been sighted prior to the commencement of play shall leave the court.

- ii) All additional players should only be listed when they are ready to take the court.

1.14.7 Scorers shall be responsible persons and at least 14 years of age.

1.14.8 The winning team is responsible for returning the score sheet to the Control Room.

1.14.9 A score sheet is considered official when it is signed by the two (2) scorers and returned to the Control Room.

1.14.10 If a game is forfeited after play has commenced, the umpire shall

indicate on the score sheet the quarter in which the forfeit took place and which team forfeited.

1.15 PRIMARY CARE PERSONNEL

1.15.1 Teams are to nominate a Primary Care Person (PCP) who shall be the sole person allowed on the court in the event of an injury or illness provided the umpire calls time. The PCP shall preferably be someone with first aid experience.

1.15.2 The Primary Care Person must be over the age of 16 years.

1.16 GOAL POST COVERS

1.16.1 No game may commence without goal post covers.

1.16.2 The team that did not win is responsible for returning goal post covers to the amenities building as per fixtures.

1.16.3 Failure to return goal post covers by the team that did not win will incur the penalty decided by Council.

1.17 PLAYING TIMES - DAY COMPETITION

1.17.1 Matches shall consist of 15 minute quarters with allocated intervals.

1.17.2 Playing times shall be decided by the Executive Committee prior to the commencement of the competition.

1.17.3 Requests for playing times will be considered pending the availability of umpires and other requests received. Requests unable to be met will be advised in writing.

1.18 FINAL SERIES

1.18.1 Final Series shall consist of Semi Finals, Finals and Grand Finals.

1.18.2 Semi Finalists shall be the four teams in each grade with the highest number of points.

1.18.3 When two (2) teams have an equal number of points, the position shall be decided by counting goals for and against on a percentage basis, that is:

Goals for x 100

Goals against x number of games played

1.18.4 Where a team has forfeited, this is counted as a game played and lost should a goal average be required to determine the position for Final Series.

1.18.5 For the team receiving a forfeit, it is not counted as a game played.

1.18.6 Semi Finals order shall be:

i) Major Semi: 1 vs. 2

ii) Minor Semi: 3 vs. 4

1.18.7 The winner of the game between 1 versus 2 two shall go straight into the Grand Final. The loser of 1 versus 2 shall play the winner of the game between 3 versus 4 in the Final, and winner of the Final to play in the Grand Final.

1.18.8 PLAYER ELIGIBILITY

i) A player must have played at least one third (1/3) of all their team's allocated matches to be eligible to participate in the Final Series.

ii) In the event of a match being abandoned or a team winning by a forfeit, only players registered at the time are deemed to have played.

iii) Club/player must be financial, and all accounts paid by the date set down before a team can participate in the Semi Final.

1.18.9 SUBSTITUTE PLAYERS

i) A player after winning a major Semi Final cannot play in a Final fixture as a substitute player.

ii) Players may play one (1) game only, in each of the round of the Final Series.

iii) A team wishing to play a player up from a lower grade in the Final Series must submit, in writing to the Competition Co-ordinator, the name/s of these players together with the registered team name for the approval. Representative players will not be considered.

iv) Applications will be considered by an appointed panel of three Executive members which is to include the Competition Co-ordinator and any other two (2) Executive members

available. Where there is a conflict of interest, that Executive member shall not be considered for the panel.

- v) A player who plays up in the Final Series without approval shall be classed as an ineligible player and the subsequent penalty for this shall be disqualification of that team in which that player/s played.

1.18.10 Procedure for extra time where a winner is required shall follow the following format:

- i) There will be a two (2) minute interval at the end of full time. Extra time shall consist of two (2) halves of five (5) minutes each with an interval one (1) minute at half time. Teams shall change ends at half time. The Centre Pass is taken by the team entitled to the next Centre Pass.
- ii) During both of these intervals, substitutions and/or team changes may be made.
- iii) In the event of a tie remaining at the end of extra time, a visual signal shall be used to indicate that play shall continue until one team has a two (2) goal advantage.

1.18.11 Stoppages for injury or illness during the Final Series shall be as follows:

- i) the umpires hold time for injury/illness when requested by an on court player or for blood when noticed.
- ii) The player concerned must leave the court within 30 seconds and receive any treatment off the court.
- iii) The total maximum of two (2) minutes injury, illness and blood is permitted per game.
- iv) Total stoppage time incurred shall be played at the end of the last quarter of normal playing time.

1.18.12 During any extra time, an additional one (1) minute injury time may be taken.

1.18.13 Time will be stopped for injury during extra time and added to the end of the second half of extra time.

1.18.14 The registered team must take the court and only in the case of injury

or illness would a player playing up take the court.

1.18.15 The Grand Final is to be played at the latest before the third weekend in September, wet weather withstanding.

1.18.16 Playing times for the Final Series will be set by the Executive Committee
No changes will be considered.

1.18.17 In the event of wet weather on Semi Final Day, games will be played the next weekend.

1.18.18 In the event of wet weather on Final Day, abandoned games will be played on the Saturday of the next weekend or as appropriate.

1.18.19 In the event of abandonment due to wet weather on Grand Final Day, games will be played the next day. If Grand Final Day is abandoned, the day shall be played on the following Saturday as per time's originally set down. If the day is again abandoned, then every attempt will be made to replay the game during the ensuing week or as appropriate to determine a winner.

1.19 POINTS

1.19.1 Points shall be awarded in the competition as follows:

- i) Two (2) points for a win
- ii) two (2) points for a forfeit received
- iii) one (1) point for a draw
- iv) one (1) point for each team for the game abandoned due to wet weather, prior to half time. After the commencement of the second half, the score shall stand.
- v) one (1) point for each team shall be awarded for all games not played by Day 15 due to wet weather.
- vi) two (2) points to each team if disadvantaged by a bye following regrading.
- vii) zero (0) points for a loss
- viii) zero (0) points for a bye
- ix) zero (0) points for a team forfeiting

1.19.2 If a team forfeits at or after half time, the result of the match shall be:

- i) if a losing team forfeits the result shall be taken at the time

the match was forfeited.

- ii) if a winning team forfeits, it shall be deemed a forfeit to the opposing team and the score shall not be recorded.

1.19.3 If a team has insufficient players to complete a game, then that team forfeits to the opposing team.

1.20 WET WEATHER

1.20.1 In the event of wet weather, games will be called off with at least one (1) hour's notice.

1.20.2 In the event of inclement weather after the commencement of games, the Executive Committee shall make the decision whether to abandon all games in that timeslot or abandon the rest of the day.

1.20.3 Where a complete grade is deemed to have played prior to play being abandoned due to wet weather, the score shall stand. If a grade is not completed (different timeslots in split grades), then no score shall be recorded.

1.20.4 In the event a timeslot and/or day of play has been abandoned, two (2) x half games will be played the next available day.

1.20.5 The abandoned round will be played in the first half and the next scheduled round in the second half of the game. This format shall continue until all rounds are caught up.

1.20.6 This format is considered as two (2) games, which are played as points and two (2) games for the purpose of player eligibility.

1.20.7 By the completion of the last day of play before the Final Series, any games not made up shall be considered abandoned due to wet weather.

1.20.8 Teams shall play on the court indicated in the fixtures.

1.20.9 The allocation of umpires shall be at the discretion of the Umpires Co-ordinator.

1.20.10 This format will not apply to NetSetGO games. NetSetGO games will be played as per fixtures.

1.20.11 In the event of a forfeit in wet weather, no forfeit shall be recorded.

1.20.12 The 30/30 rule is recommended for lightning safety and serves as a

guide regarding the suspension and subsequent resumption of activity.

1.20.13 In the event where a decision is made to postpone a whole day's play, a directive shall be left on the Association website with at least one hour's notice before the first timeslot.

1.21 PROCEDURE FOR INCIDENTS

1.21.1 The Netball Australia Integrity Policy Framework and relevant Netball NSW policies shall be applied when dealing with unacceptable on court conduct.

1.21.2 Incident Report Forms shall be available at the Control Room and online.

1.21.3 All reports must be signed by the person completing the Report Form.

1.21.4 All reports received by an Executive Member shall be forwarded to the Secretary as soon as possible.

1.21.5 The only playing reports to be considered are those made in writing and within 48 hours of the incident.

1.21.6 The Secretary shall be responsible for triaging all playing reports and distribute accordingly.

1.21.7 All fines imposed must be paid within 14 days or player/team/Club shall be unfinancial with resultant penalties.

1.21.8 Any appeals against the action taken must be forwarded within 48 hours of receipt of the notification.

1.21.9 Every effort will be made to resolve the issue prior to the next day of play.

1.22 PENALTIES / FINES

PENALTIES

1.22.1 The following infringements will result in one of the penalties listed being applied:

- i) playing an ineligible player
- ii) incomplete or incorrectly completed score sheets
- iii) non-notification of a forfeit by the time specified

- iv) withdrawal of a team during the competition
- v) failure to confirm umpire allocations
- vi) failure to advise umpire availability
- vii) failure to supply photos before playing
- viii) failure of umpires to meet required dress code
- ix) such other offence as Council may deem fit.

1.22.2 The penalties may include:

- i) fine
- ii) loss of points
- iii) loss of points and fine
- iv) suspension
- v) suspension and fine

FINES

1.22.3 Should a team withdraw after the fixtures have been finalised or before the end of the season, that team shall pay a fine for each match not played.

1.22.4 Should a team forfeit three (3) consecutive games and the action is deemed to be contrary to the spirit of the game, that team shall incur a penalty unless extenuating circumstances can be proven.

1.22.5 A team forfeiting any of the last three (3) games of the competition shall be fined unless extenuating circumstances can be proven.

1.22.6 Suspension will be imposed on any team found playing a person using another player's ID.

1.22.7 The length of each suspension shall be determined by the appropriate tribunal in line with the guidelines as set down in the Netball NSW Member Protection Framework.

1.23 CODES OF BEHAVIOUR

1.23.1 All players, coaches, managers, umpires, bench officials, team and Club administrators shall abide by the relevant Code of Behaviour as set out by Netball NSW.

1.24 SPECTATORS

- 1.24.1 Clubs are responsible for the conduct of their spectators all times.
- 1.24.2 Where a spectator is reported for bad language or poor sportsmanship the matter shall be referred to the Club for immediate action and a response must be provided to the Association Secretary
- 1.24.3. When a spectator uses abusive language to an official, the penalty, as set down by Netball NSW will be determined and applied.
- 1.24.3 Spectators shall abide by the Spectator Code of Behaviour.

2. SOCIAL COMPETITIONS

2.1 COMPETITION STRUCTURE

- 2.1.1 Competition shall consist of a Spring Competition and may consist of a Winter Competition.
- 2.1.2 The format of the competition shall be determined by the Executive Committee.
- 2.1.3 All players to be registered on the online registration portal.
- 2.1.4 All teams must provide details of a Team Contact who shall receive team correspondence.
- 2.1.5 Each team will endeavour to meet the minimum of 'one (1) umpire per team' ratio at the time of registration to go into the umpiring pool.
- 2.1.6 All players registered at the time are deemed to have played in the event of a match being cancelled due to wet weather or a team wins on a forfeit.
- 2.1.7 Fixtures shall be prepared to give teams entering the maximum number of games within the period of the competition.
- 2.1.8 The Competition Coordinator shall determine the structure and playing conditions for the competition.
- 2.1.9 Rules regarding the borrowing of players will be determined by the Competition Committee.
- 2.1.10 Eligibility requires at least half the players on the court to be registered in that team.
- 2.1.11 Players must have played at least two (2) games with the team in which they are registered to be eligible to play in the Final Series if applicable.
- 2.1.12 Forfeit time shall be one (1) minute after the time indicated for the game to commence.
- 2.1.13 Points shall be awarded as follows:
 - i) two (2) points for a win
 - ii) two (2) points for a forfeit received
 - iii) one (1) point for a draw
 - iv) one (1) point to each team for a game abandoned
 - v) two (2) points for a bye (*in the event of games being

abandoned, points for a bye shall override the abandoned games)

- 2.1.14 The format for umpiring shall be determined by the Umpires Committee prior to the commencement of each competition. In the event the competition is 'umpire your own' umpires for Finals shall be allocated.
- 2.1.15 Format and/or payment of umpires shall be decided upon by the Umpires Committee prior to the commencement of each competition.
- 2.1.16 The format for the wet weather fixtures for Final Series to be determined by the Executive Committee prior to the commencement of each competition if applicable.
- 2.1.17 Grades/Divisions may be of the same single sex or a separate competition for mixed teams.
- 2.1.18 Players are able to play in clothing of their choice, provided it is appropriate for competition. Appropriate footwear must be worn. All players must wear the same coloured positional patch.
- 2.1.19 Fees shall be approved by Council on the recommendation of the Finance Committee.
- 2.1.20 Players shall pay a registration fee for each competition.
- 2.1.21 The Executive Committee shall approve the recommended minimum age of players to be considered to be registered in competition.
- 2.1.22 Playing times shall be decided by the Executive Committee prior to the commencement of each competition.
- 2.1.23 In the event of wet weather, games shall be called off with at least one hour's notice.
- 2.1.24 If a complete grade is played prior to play being abandoned due to wet weather, the score shall stand. If a grade is not completed (different timeslots in split grades), then no score shall be recorded. There will not be wet weather makeup nights. One (1) point shall be recorded if games are cancelled.
- 2.1.25 The Grading Committee shall grade the teams for each competition if required.

2.1 LATE REGISTRATIONS

2.2.1 Late registering players must make payment in full prior to taking the court.

2.2.2 Teams taking the court with a player before payment is made shall be classed as having played an ineligible player with the resultant penalties.

2.2 MIXED COMPETITION

2.3.1 There shall be a maximum of three (3) males on the court at any one time. Only two (2) males can be in playing positions that can enter the centre third.

2.3.2 All teams must have one (1) male taking the court or alternatively play with six (6) players. Any game may commence with a team of only five (5) players (no more than three (3) males).

2.3.3 Mixed competition rules do not apply to age groups 12 years and under.

3. NETSETGO

3.1 PROGRAM STRUCTURE

3.1.1 The NetSetGO program shall be a three (3) tiered program for players (girls and boys) aged 5 – 10 years:

3.1.2 The following programs are recommended for, but not limited to:

- i) Dragonettes is a skill based program for ages 5 – 6 years in that year of play.
- ii) White Dragons is a skill and competition based program for any new players aged 6 – 8 years in that year of play.
- iii) Red Dragons is a skill and competition based program for players aged 8 – 10 years in that year of play, that have had at least one year's experience of the program or do not wish to enter Junior competition. This program shall be intended to prepare players for Junior Competition.

3.1.3 The program will follow the recommended Netball Australia format.

3.1.4 NetSetGO program shall run in conjunction with the Junior Competition unless otherwise approved.

3.1.5 Clubs will co-ordinate skills based training sessions for players registered in White and Red Dragons programs.

3.1.6 All registered participants aged 5 – 10 years despite the competition or program registered may receive a NetSetGO pack from Netball Australia.

3.1.7 All programs will be overseen by the appointed person.

3.1.8 Coaches or a Club appointed umpire shall officiate games. Games shall be 'umpire your own' and program rules shall be adhered to with the view of promoting skill development and fun across all levels of the program.

3.2 REGISTRATION

3.2.1 All registrations will be via the Association or via an affiliated Club.

3.2.2 Registration for the Red and White Dragons program shall be through affiliated Clubs.

3.3 UNIFORM

3.3.1 Participants are encouraged to wear their Netball Australia NetSetGO shirt where available and appropriate shorts/pants.

3.3.2 Players must wear appropriate footwear.

3.4 FEES

3.4.1 Fees shall be determined by Council each year at the November Council Meeting.

3.5 RULES

3.5.1 Refer to Netball Australia website for NetSetGO rules.

4. UMPIRES

4.1 UMPIRE ALLOCATIONS

4.1.1 Umpires shall be allocated for competition matches in a manner as shall be decided by Council from year to year.

4.1.2 Umpires shall wear the following:

- i) Umpires holding a trainee and proficient classification may wear playing uniform, Club/Representative attire or white and/or black attire.
- ii) National Badges must wear white top with either white or black bottoms. No bike shorts shall be worn.
- iii) Umpires shall wear white whilst umpiring in the Final Series.
- iv) Umpires shall wear appropriate sports shoes.

4.1.3 When umpires are allocated, the following shall apply:

- i) Where the allocation is made by the Association Co-ordinator, the discretion of the Co-ordinator will be used as to the ability of the umpires being allocated.
- ii) It is recommended that no one umpire be allocated to no more than two (2) games per day.

4.1.4 Allocated umpires shall sign on at Umpires Control before proceeding to the court. Umpires once commencing the game must umpire that match for the duration and shall umpire the same half of the court throughout the game unless, in exceptional circumstances or in case of injury, a change is made only by the Umpires Committee.

4.1.5 Umpires set down for matches that are forfeited are to report to Umpires Control.

4.1.6 The Council shall decide the amount umpires receive.

4.1.7 Expenses for umpires travelling to State Titles shall be determined by Council each year on the recommendation of the Finance Committee in consultation with the Umpires Committee.

4.1.8 A subsidy may be recommended by the Finance Committee

for National Badged umpires who attend camps and/or clinics.

- 4.1.9 Umpires receiving a subsidy will be required to:
- i) Assist the Umpires Committee if not a member of that Committee.
 - ii) Umpire at least two carnivals, including Senior State Titles and/or Junior State Titles.
 - iii) Be available to umpire during the Association's final series.
 - iv) All Badge candidates are to hold a current theory pass and a current accreditation.
- 4.1.10 All Badged umpires shall be considered 'neutral' and may then be allocated to umpire any game as seen fit by the Umpires Committee.
- 4.1.11 Badged umpires should be available to umpire final series. All Final Series games will be allocated by the Umpires Committee.
- 4.1.12 A register of umpires, listing every classified and badged umpire registered with the Association shall be kept updated. The register will be a reference for Club Umpires Conveners.
- 4.1.13 An umpire may be approached during an interval or at the conclusion of a game by the Team Captain to clarify any rules or decisions that may have been misunderstood. The umpire shall answer any questions in a pleasant and professional manner.
- 4.1.14 Any potential umpire wishing to attend the Umpire Development Program must be turning 12 years of age in that year of play or older.
- 4.1.15 It is recommended that all Club Conveners hold a current Association umpire's classification or must attend the Umpires Development Course for that year.

4.2 CLUB RESPONSIBILITIES

- 4.2.1 Each Club must produce a list of all practicing umpires to the Umpires Co-ordinator at Association registration.

- 4.2.2 All non-playing umpires must be registered with a Club.
- 4.2.3 Each Club will endeavour to meet the minimum of 'one (1) umpire per team' ratio at the time of registration.
- 4.2.4 Allowances will be made for those Clubs who are unable to meet these requirements, provided they register potential umpires for respective courses to meet their umpiring commitments.
- 4.2.5 Clubs will be required to submit a list of availability for each of their umpires so that allocations can be co-ordinated around their nominated availability, where possible.
- 4.2.6 It is the responsibility of the Club Umpire Convenor to update the Umpire Co-ordinator of any exam results or course attendance so that the umpire database can be kept up to date.
- 4.2.7 Allocations will be available to Club Umpire Conveners.
- 4.2.8 It is the Club Umpire Convenor's responsibility to confirm their Club's umpire allocations to the Umpires Co-ordinator by Wednesday 8:00pm prior to the day of play.
- 4.2.9 Club Umpires Co-ordinators are responsible for filling any vacancy within their Club allocations up until Wednesday 5:00pm prior to the day of play.
- 4.2.10 It is the Club's responsibility to fill any umpire unavailability from their Club after the Wednesday 5:00pm deadline and advise the Association Umpires Co-ordinator.
- 4.2.11 As umpire availability changes, the Club Umpire Convenor must advise the Association Umpire Co-ordinator.
- 4.2.12 Penalties may be imposed on Clubs listing potential umpires who do not proceed with any umpire development to meet the Club's umpiring requirements.
- 4.2.13 Club Umpire Conveners will be responsible for ensuring that any umpire, who has completed a development program through Association, is supported by their Club. This is to instil confidence in umpires and having Club presence on their sideline may deter intimidation coming from players and

spectators.

- i) A support person must be present for all games where a trainee umpire is allocated. A support person can include, but is not limited to a parent, Club Umpires Convenor, Club Umpire Development personnel, Club Executive member.
- ii) All trainee umpires are required to wear the training vests when umpiring. These are available from Umpires Control.

4.2.14 Clubs will be responsible for any fines pertaining to umpiring.

These include:

- i) Incorrect umpiring attire
- ii) Failure to confirm umpire allocations
- iii) Failure to confirm umpire availability
- iv) Failure to attend umpire meetings

4.2.15 In the event that an umpire does not show for their allocated game on the day of play, that umpire's Club must replace that umpire with another.

- i) The replacement umpire will preferably hold the same qualification or higher than the original umpire allocated.
- ii) This must be confirmed by the Association Umpires Committee.

4.2.16 Umpire Conveners will be notified of any courses pertaining to umpiring.

4.2.17 Each Club will be supplied with a list of current umpire classifications, course participation and prompts regarding exams.

4.2.18 Club Umpire Conveners will be responsible for the development of their trainee and proficient umpires.

4.3 ALLLOCATIONS

4.3.1 The Umpires Committee, in consultation with National Badged umpires, will take on the role of allocation and testing of

umpires.

- 4.3.2 The allocations will work on a rotation basis, whereby umpires will be allocated on performance, irrespective of the classification held and around their nominated availability.
- 4.3.3 The Umpires Co-ordinator will advise umpire allocations weekly.
- 4.3.4 Timeslots do not start if umpires are not accounted for. Clubs are responsible for replacing any umpire who is not available.
- 4.3.5 Two reserve umpires may be listed on the allocations. A reserve umpire is one that is required to reserve for that timeslot allocated and is to be used for the purpose of injury or illness of umpires or any unavailability due to any unforeseen circumstances arising, during or immediately prior to start of play.
- 4.3.6 Reserve umpires must remain in the allocated seating for the duration of their allocation, unless otherwise advised.
- 4.3.7 If the reserve umpire is not required to umpire, compensation may be paid. A reserve umpire must fulfil their duties as a reserve in order to be paid. Payment will be the responsibility of the Club responsible for that allocation.

4.4 PAYMENT

- 4.4.1 Umpires will be paid at their current classification.
- 4.4.2 Each Club will be required to pay an umpire for each team that they have playing at a particular timeslot.
- 4.4.3 Umpires are eligible for payment by the Club in the event of a forfeit outside of the notification period as advised by the Competition Co-ordinator and in the event of an abandoned game on the day of play where less than thirty (30) minutes notice has been provided. The umpires incurring a forfeit shall perform the duties of a reserve umpire.
- 4.4.4 Any games umpired which are 2 x 15 halves, will be paid at half rate.
- 4.4.5 A National Badged umpire allocated to a badging panel will be

paid by the Association at the standard rate.

4.4.6 Clubs may be required to pay a deposit of \$450.00 (15 days x \$30.00) if they do not meet their umpire quota at the conclusion of the Umpire Development Programs. This is a security deposit to ensure that umpire payments are distributed between Clubs according to the payment structure.

4.4.7 The Umpires Committee will make a recommendation to the Executive Committee regarding the payment of deposits.

i) Any outstanding money will be refunded to the Club at the completion of the season.

ii) Each Club and the Association Treasurer will be provided with a payment spreadsheet outlining umpire payments periodically. Payments are determined per team at the recommended umpire classification per day of play.

iii) Umpire payments will be exchanged prior to Semi Final Day for all Clubs for the season.

4.5 PAYMENT STRUCTURE

4.5.1 Recommendation for umpiring payment shall be determined by the Finance Committee in consultation with the Umpires Committee.