



INNSW Superleague

2024/2025 Season



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1. Definitions and interpretations

1.1. Defined terms

Committee - means the INNSW Super league Committee.

Competition - means the INNSW Super league Competition.

Competition Rules - means the rules of the Competition as articulated within this document.

Club - means a participating member association of the INNSW Super League competition.

Club delegate - means the volunteer from each club to lead the club's administration.

Divisions - mean the junior and senior competition divisions within the Super League.

Finals Series - means the Major Semi Final, Minor Semi Final, Final and Grand Final of the Competition.

INA - means Indoor Netball Australia Inc.

INNSW - means the Indoor Netball New South Wales Association Inc.

Match - means any netball match or game, excluding training matches, played by or between Club Teams within the Competition.

Minor Round Matches - means matches played in the Competition as specified prior to the Finals Series.

Player - means any person who has a current financial registration with INNSW and who has been registered with a Club Team.

Representative Player - means any player nominated to play in one of the divisions listed in the Representative Grading guide (FIGURE 1)

Team - means a team entitled to compete in the Super league competition.

Team List - is the official team list submitted by club delegates to the INNSW Committee for the purposes of grading.

Skin - is the term used to describe the winning quarter within a competition match.

Umpire - means any umpire appointed to officiate an INNSW Super league match.

2. Administration

2.1 All correspondence shall be addressed to and received by the Committee either by post, hand delivery, email or facsimile marked to the attention of the Secretary.

2.2 All outward correspondence shall be dispatched by the Secretary and directed to club delegates either by electronic or other means. Clubs may nominate a particular committee member to receive any correspondence.

2.3 All competition rules and supporting documents will be reviewed by INNSW representatives at the conclusion of each season.

3. Governance Structure

3.1.1 The competition will be governed by a committee consisting of five (5) executive office bearers. These members shall include:

1. Chairperson
2. Secretary
3. Treasurer
4. Competition Coordinator
5. Umpires Coordinator

The Competition committee shall comprise of the Competition Coordinator and two other assistants appointed by the Executive committee.

The Umpiring Committee shall comprise of the Umpires Coordinator and two other assistants appointed by the Executive committee.

3.1.2. Individuals wishing to stand for election must complete a nomination form which is to be submitted to INNSW within the stipulated time frame.

3.1.3. Club delegates will vote to elect the Executive committee. Candidates receiving the majority of votes shall be elected and will assume office for the duration of that season.

3.1.4. Throughout the term, the INNSW Super League Committee will meet to administer the competition.

3.1.5 The Committee is to budget and allocate funds towards marketing initiatives designed to promote and grow the competition.

3.1.6 Funding may include, but is not limited to paid social, above the line advertising, junior gala days and talent agreements.

3.1.7 A marketing plan is to be made available to club delegates for any upcoming competition including projected expenses.

4 Conduct of matches

4.1 Rules of netball

- 4.1.5 The INNSW Super league competition shall be conducted with reference to the Indoor Netball Federation Australia Official Rules of Netball and Indoor Netball Australia Regulations (INA Rules) as published by the INA from time to time, unless modified in these Competition Rules.

4.2 Competition structure

- 4.2.5 The commencement date and draw for any upcoming competition shall be provided to clubs as soon as practicable.
- 4.2.6 The Competition shall consist of club teams competing in divisions as determined by the Committee.
- 4.2.7 In the event that the number of suitably graded teams is not available for a particular division the Committee may:
- a. Combine grades.
 - b. Regrade teams.

The committee will endeavour to provide a reasonable and competitive competition for all. The competition will consist of minor round matches followed by a final's series for each division.

- 4.2.8 The competition will follow a home and away format where possible.
- 4.2.9 Home clubs should liaise with the opposition club regarding game times ten (10) days prior to the scheduled date. Game times should be emailed to the opposition club who should acknowledge receipt of its acceptance of times. If both clubs cannot come to an agreement of times, the hosting club's recommended time will apply.
- 4.2.10 Where a club has two (2) teams competing in the one division, these teams should endeavour to play each other twice before Round 10 of the Competition. Failure to comply with this rule will incur a two (2) point penalty per game to both teams.

4.3 Match duration and format

- 4.3.5 Matches shall be of forty (40) minutes duration divided into four (4) quarters, each of ten (10) minutes.
- 4.3.6 An interval shall be taken between each quarter as follows:
- a. A maximum period of two (2) minutes between the end of the first quarter and the beginning of the second quarter;
 - b. A maximum period of three (3) minutes between the end of the second quarter and the beginning of the third quarter; and
 - c. A maximum period of two (2) minutes between the end of the third quarter and the beginning of the fourth quarter.
- 4.3.7 Five (5) players must take the court for a game to start and be deemed valid.
- 4.3.8 If a game ceases at the conclusion of the third quarter due to less than 5 players being able to take the court, the Competition Committee shall decide if the game will be deemed to have been played. If the Committee deems that the game has been played, the score will stand and the remaining skin will be awarded to the non-offending team. Player qualifications will be awarded for all players who took the court. If the Committee determines the match to have been forfeited, all forfeit rules will apply (see rule 11).

- 4.3.9 Only the officiating Umpires may stop a match due to circumstances that may be deemed an emergency. This may include but is not limited to equipment damage or failure, a seriously injured player or any other reason deemed necessary by the officiating Umpires.
- 4.3.10 If the umpires deem extraordinary circumstances exist, the game should be moved to another available court. If there is no available court and a minimum of two (2) quarters have been played, the match shall be deemed as complete, and the score will stand. Any remaining skins will be forfeited. Club delegates must liaise and notify the Committee in writing of the match outcome as soon as possible.
- 4.3.11 The officiating Umpires will determine if a match may proceed or if that match is to be delayed, postponed or abandoned.

4.4 Match points.

- 4.4.5 The official score sheet is the only recognised record of the match.
- 4.4.6 In the Minor Round Matches, points will be allocated as follows:

Win	Loss	Draw
6	0	3

- 4.4.7 For each quarter won, and additional (1) point will be awarded as a 'Skin'.
- 4.4.8 If the quarter is tied, the points will carry over to the winner of the next quarter.
- 4.4.9 If the last quarter is tied, the points will be awarded to the winner of the previous skin.

4.5 Uniforms

- 4.5.5 All teams must be fitted in club uniforms which shall consist of playing dress, shorts or playing shirt or any other club uniform approved by the Committee.
- 4.5.6 Players must play in the identical playing uniform from Round 4 onwards unless prior approval has been given by the Competition Committee.
- 4.5.7 Players are required to dress similar to their team members prior to Round 4, or in competition uniform where available.
- 4.5.8 Compression clothing may be worn under uniforms.
- 4.5.9 Mixed team players have the option to wear the men's or ladies style uniform.

4.6 Uniform Goal Penalties

- 4.6.5 This rule is to be read in conjunction with Rule 1.4 – (3) Goal Penalty per player of the INA Rule book.
- 4.6.6 Players not in the correct uniform from Round 5 onwards will incur a goal penalty.

One (1) goal deduction per player not in correct uniform per game with a maximum of 9 points deducted per team.

- 4.6.7 Umpires must notify the offending player and both team captains of any goal penalties as soon as possible.
- 4.6.8 The umpire must allow the offending team the opportunity to change uniform or players before the goal penalty is applied.
- 4.6.9 Officiating umpires will determine the applicable goal penalty and clearly mark any goal deductions on the scoresheet following the conclusion of the game.
- 4.6.10 The umpires are required to advise the relevant Club delegate of any goal penalties applied.
- 4.6.11 Captains may approach umpires during any break in play to request a goal penalty due to incorrect uniforms.

4.7 Late arrivals

- 4.7.5 Any team not ready on court when time is signalled for the commencement of a game shall be penalised at the rate of one (1) goal per minute for a maximum of ten (10) minutes. These goals are awarded to the non-offending team. The offending team must be ready to take the court at the commencement of the second (2nd) quarter. If that team is unable to take the court, the game will be deemed a forfeit and all forfeit rules shall apply.

4.8 Playing Divisions –

Ladies Grades	Mixed Grades	Men's	Junior Grades
Ladies 1	Mixed 1	Division 1	
Ladies 2	Mixed 2		
Ladies 3	Mixed 3		14 Years and Under
Ladies 4	Mixed 4	6 a side	13 Years and Under
Ladies 5	Mixed 5	Division 1	12 Years and Under
Ladies 6	Mixed 6	Division 2	11 Years and Under
Ladies 7			10 Years and Under
Ladies 8			
Ladies 9			

4.9 Mixed divisions

- 4.9.5 A minimum of one (1) male and four (4) females must be on court for a mixed team to commence play.
- 4.9.6 A maximum of three (3) males may take the court at any time for a mixed game.

5. Finals series

- 5.1 At the conclusion of the minor round matches, the top four teams (4) from each division shall play the finals series.
- 5.2 In the event of two teams finishing on equal points at the end of the minor rounds, the teams will be ranked in order of:
- 5.2.1 Highest number of wins
 - 5.2.2 Highest goal average
 - 5.2.3 Highest number of skins

5.3 The Finals Series for each of the Divisions will be conducted as follows:

- 5.3.1. Major Semi Final – 1st position versus 2nd position on the premiership table at the completion of the minor round matches.
 - 5.3.2. Minor Semi Final – 3rd position versus 4th position on the premiership table at the completion of the minor round matches.
 - 5.3.3. Preliminary Final – loser of the Major Semi Final will play the winner of the Minor Semi Final.
 - 5.3.4. Grand Final – winner of the Major Semi Final will play the winner of the Preliminary Final
- 5.4 A player must play at least one third of the fixture games in one (1) division to qualify for the Final Series.

- 5.5 In order to qualify for the final's series, a team must have a minimum of five registered and qualified players by the completion of the minor rounds. If a team does not have the required number of qualified players to partake in the final series, the next ranked team will be elevated on the ladder and replace the non-qualified team.
- 5.6 Players who play in more than one format must qualify in each format to play in the final's series.
- 5.7 Qualified players must sign on prior to taking the court. Names of all qualified players in a team will be listed on the scoresheet. The competition committee will submit a list of players who have qualified in their relevant grade to each club prior to the final's series commencing.

5.8 Final Series Extra time

- 5.8.1 Extra time will not be played in semi-finals. In the event of a draw, the team that finished higher on the ladder at the end of the minor rounds will progress to the final
- 5.8.2 In the event a final or grand final game is drawn at the conclusion of regular time, teams will play extra time. The following procedure will apply:
- Extra time will consist of two halves of equal length, not exceeding 4 minutes each, with a half-time interval of one (1) minute.
 - Teams will change ends at half time.
 - The first centre pass in each half is to be taken by the team entitled to that next centre pass.
 - In the event of a tie at the end of extra time, play will continue until one team leads by two goals.

5.9 Final Series Injury time

- 5.9.1 Injury time will may only be played in preliminary final and grand final matches. It may only be played in the last quarter of that game. A maximum of thirty (30) seconds of injury time per player is permitted in each quarter. A maximum of 2 minutes injury time may be added to the last quarter of a final's series match.

6 Qualifications

6.1 Senior Players

- 6.1.1 Players may play a maximum of four (4) games in a higher grade. If a fifth (5th) game is played, the player will automatically be promoted to that higher grade and will not be permitted to play further games for the team in which they were originally registered.
- 6.1.2 No player may play in a division lower than the grade they are registered in.

6.2 Junior Players

- 6.2.1 Players aged 13 years and under are not permitted to play up into a senior grade.
- 6.2.2 Players turning 14 years or above competing in a junior division that qualifies in their aged grade will automatically qualify for any Ladies or Mixed grade.
- 6.2.3 Junior players turning 14 years of age or above during that current competition are permitted to register and play concurrently in a senior team.
- 6.2.4 Junior players who are not concurrently registered in a senior team are only permitted to play three (3) matches games in any senior team.
- 6.2.5 Any junior player who fills in for the same senior team in five (5) or more games will qualify for that team in addition to their junior team. All other qualification rules apply.
- 6.2.6 Junior players will be graded based on their age as of the 31st of December each year.
- 6.2.7 Male players may participate in a junior competition relevant to their age group.

- 6.2.8 The 10- and 11-years divisions are allowed no more than three (3)
- 6.2.9 males on court during play.
- 6.2.10 The 13- and 14-years divisions are allowed no more than two (2) males on court during play.

6.3 Games played in a day.

- 6.3.1 Players may play a maximum of four (4) games in one day.
- 6.3.2 Players can play no more than three (3) games out of their registered grade in one day.
- 6.3.3 Players may play in one (1) game only per time slot.

7 Eligibility and selection

7.1 Participation

- 7.1.1 All participating clubs must field a minimum of six teams in each competition, unless permission has been given by the Competition Committee.
- 7.1.2 Clubs may enter two teams in the following divisions:
Ladies 1
Mixed 1
Men's
Juniors
- 7.1.3 Applications for additional teams per division may be made to the Committee for its consideration.

7.2 Grading

- 7.2.1 Club delegates are required to submit team lists with recommended grading to the Committee by the nominated date each season.
- 7.2.2 Clubs shall supply details of all club delegates and contacts prior to the commencement of the season.
- 7.2.3 All Clubs must field their strongest team in the highest grades.
- 7.2.4 The Committee will meet to discuss grading applications. If the Committee believes that the Club grading is not accurate, it may re-grade any team at any time during the competition.

7.3 Appeals

- 7.3.1 A Club may submit a request for an appeal in writing to the competition committee within five (5) working days of the announcement of team grading.
- 7.3.2 The appeal must state the grounds for review. It must specifically address issues regarding grading, team credentials and any other reason that is relevant to that appeal.
- 7.3.3 The Competition Committees decision following a grading appeal is final.

7.4 Team registration

- 7.4.1 Teams can register a maximum of twelve (12) players per team regardless of grade or division.
- 7.4.2 During the season, if a Club wishes to register another player and the maximum number of registered players has been reached, one (1) player must be deregistered before a new player can be added. Once a player has been deregistered, they cannot take part any further part in the competition.

- 7.4.3 With reference to 8.1.2, where a club has two (2) teams in a grade, at no time can a player play for both teams during that current competition.
- 7.4.4 Any club that withdraws a team from the competition after the conclusion of Round 9 shall be issued a \$300 withdrawal fee.

7.5 Player eligibility

- 7.5.1 Players will only be permitted to play a maximum of two (2) grades lower than the grade played in the previous year.
- 7.5.2 Players wishing to compete in both the Mixed and Ladies formats must play in the same division across both formats unless approval is given by the Committee.
- 7.5.3 Players can play in ladies and mixed or 6-A-Side (mixed) not all 3 and Men the Same.
- 7.5.4 Male players from any mixed division may also play in their club's men's team.
- 7.5.5 Where the mixed format does not have a corresponding division, ladies' players will be permitted to participate in the next available division or higher.
- 7.5.6 A player can only represent one (1) club in each season.
- 7.5.7 Any Club or player that has a debt to Indoor Sports United (ISU), INNSW Super league, INNSW, or INFA will not be permitted to participate in the Super league Netball competition until that debt has been cleared.
- 7.5.8 Club delegates are to provide a non-financial list to the Committee when submitting teams for grading. Any player listed on a non-financial list will be ineligible to play for any INNSW Super league Club until the debt has been cleared.
- 7.5.9 All non-financial players must be made aware to the committee prior to the start of the competition.
- 7.5.10 If at any time a Club is advised by the Committee that a player is unfinancial, that unfinancial player will be unable to participate in the Super league competition.
- 7.5.11 Any Club found playing an unregistered or unfinancial player will lose the game on forfeit (LOF) and no players from the offending team will receive a qualification for that game.

7.6 Registration fees and game payments

- 7.6.1 Players wishing to register with any INNSW Super league Club must pay a registration fee to their club delegate. This fee schedule shall be determined by the INNSW Super league committee at prior to the commencement of that season:
- 7.6.2 Each club must pay a team registration fee which has been set by the current Committee and may change from season to season.
- 7.6.3 Clubs will be issued with an invoice for the INNSW Registration fee by the end of the first round of the competition.
- 7.6.4 Payments will be due to the INNSW Super league Committee by the due date issued on invoices.
- 7.6.5 Any club failing to pay the invoice by the due date or within an agreed payment plan will result in no competition points being awarded to that team until the outstanding payment has been made.
- 7.6.6 All clubs will endeavour to offer players an electronic method of payment for club registration fees. Clubs will be required to use an online registration platform.
- 7.6.7 Game Fees will be set by the Committee before the commencement of each season and communicated to clubs.
- 7.6.8 Game Fees are to be paid prior to the start of each game to the centre delegate.

7.7 Player Poaching

- 7.7.1 Player poaching is defined as any member (club official, coach, delegate or manager) of a Super league club who approaches or contacts club's player with the clear intention of encouraging, incentivising or inviting that player to change clubs.
- 7.7.2 It is acknowledged that players may choose to move on their own accord for personal or practical reasons.
- 7.7.3 Evidence of player poaching is to be made known to the Committee as soon as possible in writing.
- 7.7.4 Club representatives found to be player poaching may be subject to a disciplinary hearing which may involve suspension from the Super league competition or INNSW representative duties.

7.8 Representative players

- 7.8.1 When grading a club team with representative players, delegates should use the guide (Figure 1) to assist the Competition committee in accurate grading.
- 7.8.2 Junior teams comprising of 5 or more registered players having played representative netball in the past 2 years will be graded into divisions matching their skill level.
- 7.8.3 As per rule 8.2, all grading decisions will be made at the discretion of the Competition Committee.

7.8.4 FIGURE 1: Representative Grading Guide

Representative Level (within the last 2 years)		Super league Grade
Australian Indoor	Open Ladies, Open Mixed, Open Men's	No lower than Division 1
	U/23 Ladies	No lower than Division 1
	O/30 Ladies, O/30 Mixed	No lower than Division 1
	U/19 Ladies, U/19 Mixed	No lower than Division 1
	U/23 Mixed	No lower than Division 1
NSW Indoor	Open Ladies, Open Mixed, Open Men's	No lower than Division 1
	U/23 Ladies	No lower than Division 1
	O/30 Ladies, O/30 Mixed	No lower than Division 2
	U/19 Ladies, U/19 Mixed	No lower than Division 1
	U/23 Mixed	No lower than Division 1
Samsung Premier League	Open Ladies	No lower than Division 1
	U/23 Ladies	No lower than Division 1
NSW Mixed and Men's Outdoor	Open Men's, Open Mixed	No lower than Division 1
	Men's Reserves	No lower than Division 2
	U/23 Men	No lower than Division 1
	U/19 Men, U/17 Men	No lower than Division 2
NSW Outdoor Metro League	Metro 1, Metro 2	No lower than Division 1
	Metro 3, Metro 4	No Lower than Division 2
	All other Metro League	No Lower than Division 3

8 Umpires

8.1 Minor Round Matches

- 8.1.1 All Clubs must provide one (1) umpire per team at each minor round match. Clubs unable to supply umpires for every match must liaise with the opposing club.
- 8.1.2 All umpires are required to wear the supplied Super league white shirt. Umpires may wear appropriate comfortable shorts or skirts.
- 8.1.3 It is recommended umpires do not umpire more than three (3) consecutive games in a day.
- 8.1.4 All umpires shall be paid \$25 per game regardless of grade or division. Umpires who officiate a match by themselves will receive a double match payment.

8.2 Final Series

- 8.2.1 The Committee in liaison with the Umpires Coordinator will determine the format and allocation of umpires for the final's series.
- 8.2.2 Clubs are required to supply umpire details to the committee for the purpose of allocating games. These details shall be forwarded to the Umpires Coordinator no later than the 31st of December of that current competition.
- 8.2.3 All umpires are required to wear the approved Super league white shirt and either white shorts, white skirt or black shorts when officiating any final series game. Black tights are not permitted.

9 Scoresheets and Signing On

- 9.1 Umpires will bring the scoresheet to the court prior to the start of the game for players to sign on.
- 9.2 If a player fails to sign on the scoresheet when filling in for a higher grade, the offending team will be penalised a deduction of one (1) competition point.
- 9.3 In order to qualify in any given game, a player must sign the scoresheet, be in playing uniform and take the court in that particular game.
- 9.4 Any Club found playing a higher graded player in a lower division, shall lose the game on forfeit (LOF) and no players from the offending team will receive a qualification for that game. All forfeit rules will apply.
- 9.5 Result summary sheets and scoresheets must be forwarded to the Secretary and Competition Committee. These scoresheets are to be uploaded to Google Drive by the Monday night following each round.
- 9.6 Clubs that do not comply with rule 9.5 will have no points awarded to any of their teams that played matches that particular round.
- 9.7 Qualifications will be made available to all clubs on request and prior to the Finals series commencing.

10 Forfeits and Deferments

- 10.1.1 Teams that win matches on a forfeit shall receive four (4) competition points and maximum skins (4) for that match. Teams shall also receive the maximum goals scored for as well as the minimum goals against for that round.
- 10.1.2 If a team wins on forfeit, all players who have signed the scoresheet from the non-offending team will automatically qualify as playing that round.
- 10.1.3 If a game is forfeited on the day and both clubs have liaised and organised a game to be played regardless, both Clubs must pay their game fee. Forfeit match points will still apply and the score will not stand.

- 10.1.4 Any team wishing to forfeit a game must provide notice to the opposing team at least 24 hours prior to the scheduled match. And pay a forfeit fee Snr \$130.00, Jnr \$90, 6-A-side and Men \$90
- 10.1.5 Failure to comply with rule 10.1.4 by a senior team will result in a \$180 forfeit fine, which must be paid to the opposing club prior to the next competition game.
- 10.1.6 Failure to comply with rule 10.1.4 by a junior team, Men or 6-A-Side will result in a \$140 forfeit fee, payable to the opposing club prior to the next competition game.
- 10.1.7 Any senior Ladies, Mixed or Men's team forfeiting a match on the same day it is scheduled to be played will be fined \$180.00, which must be paid to the opposing club prior to the next competition game.
- 10.1.8 Any junior team, Men's or 6-A-Side team forfeiting a match on the day it is scheduled to be played will be fined a \$140.00, which must be paid to the opposing club prior to the next competition game.
- 10.1.9 Where a team abandons a match after it has commenced, the game will be declared a forfeit. No score will be recorded, and the offending team will lose four (4) points.
- 10.1.10 The team forfeiting the match shall receive the maximum goals against and minimum goals scored for that round.

10.2 Strike forfeits

- 10.2.1 Any team that forfeits more than three (3) games in the one competition will be ineligible to play in the final's series.

10.3 Deferment of games

- 10.3.1 Deferment of games will not be permitted by the Competition committee.

10.4 Playing Conditions

- 10.4.1 The Competition Committee may cancel a whole day due to heat all teams scheduled to play that day will get a drawn score of 20-20 and 2 skins each team and every player will receive qualifications.
- 10.4.2 In the event that temperatures reach forty (40) degrees or higher inside a host centre and after liaising with the Club Coordinator, teams will have the option to reduce the playing time to four (4) x eight (8) minute quarters with five (5) minute breaks between quarters.

11 Discipline

- 11.1.1 If an umpire determines that a player be removed from the court as a disciplinary measure, they will first be removed for a period of three (3) goals.
- 11.1.2 Any player that is removed from a court for the remainder of the game will receive an automatic one (1) week playing suspension and will not be permitted to play further games in that round.
- 11.1.3 All players removed must be clearly marked on the scoresheet by the umpires following the conclusion of the game.
- 11.1.4 Umpires and club delegates are required to submit a written incident report for any player removed from the court by the conclusion of that round. Following the submission of an incident report, the Committee will determine if a disciplinary hearing is required to determine further action.
- 11.1.5 The disciplinary panel will collect all available information from relevant parties including where appropriate, that relating to prior disciplinary decisions

- 11.1.6 That information shall be provided to all parties involved and a date set for a hearing.
- 11.1.7 The Disciplinary panel will report to the Chairman on the outcome of the hearing.
An appeal may only be lodged if new evidence is presented that was not available at the time the matter was adjudicated.

The Committee may at any time, use their discretion to deduct points from any team determined to have breached the competition rules.

- 11.1.8 The Committee may also use its discretion to impose further penalties on teams and clubs.

12 Complaint handling

- 12.1.1 Any complaint or appeal must be lodged in writing to the Secretary within five (5) days of the incident and will be dealt with in accordance with the Competition Rules.
- 12.1.2 All registered players, umpires and team officials are required to abide by the Code of Conduct, as published from time to time by INNSW and the Superleague Committee.
- 12.1.3 All participants of the Competition including but not limited to Players, Umpires, and Team Officials, who have breached the Code of conduct, may be subject to disciplinary action.

