



Competitions Policy

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1. The Competition

- a. The Association shall adopt the rules of play of the International Netball Federation as set out in the Rules of Netball Handbook. Wherever this policy conflicts with the current version of the Rules of Netball Handbook, the Rules of Netball Handbook shall prevail.
- b. Rules of Netball Handbooks may be purchased from netball.com.au.
- c. Competition duration will be in accordance with the GDNA Calendar of Events adopted by the GDNA Committee each year.
- d. Competitions shall be controlled by the GDNA Committee.
- e. Division Coordinators will publish a complete draw for their respective Division by the end of Round 4 using the Netball Australia approved on-line system. This draw shall be subject to Wet Weather amendments.
- f. Injury and insurance for GDNA financial members is as set out in the GDNA Constitution.

2. Registrations

- a. All players must be first registered with GDNA and pay full NSW registration before taking the court.
- b. All players must complete the individual online Registration/Nomination Form using the Netball Australia approved on-line system.
- c. Unless prior arrangements have been made, players must pay their annual registration fees in full by the date determined by the GDNA committee in accordance with the GDNA Calendar of Events adopted by the GDNA Committee each year. Players who have not paid in full will not be permitted to take the court until outstanding fees have been paid. In the case of any fee disputes, if no receipt has been retained and there is no record, it will be assumed that fees have not been paid and players will not be allowed to take the court as per financial policy.
- d. All teams must register a minimum of five (5) players, the maximum number of players that may be registered in a team will be in accordance with the current Rules of Netball Handbook.
- e. All teams must nominate a Team Delegate in accordance with the GDNA Constitution.
- f. There is no limit to the number of GDNA representative players that can be registered in any one team.
- g. Any team who fields a player who is not a registered member of GDNA will forfeit the match in which the player participated.
- h. Any team that has registered and finds it necessary to withdraw after the draw is completed will forfeit registration fees.
- i. Completed Team Nomination Forms must be submitted to the relevant Division Coordinator on or before the registration day in accordance with the GDNA Calendar of Events adopted by the GDNA Committee each year.
- j. No team registrations will be accepted beyond Round 2 of the competition.
- k. Proof of birth may be requested for registration.
- l. Players must register and play within their correct age group. i.e players under the age of 18 must play in NetSetGo/Junior/Intermediate/Cadet according to their age. NetSetGo - Turning 5-10 in year of play. Junior - Turning 11-12 in year of play. Intermediate – Turning 13-15 (or 12 and in High School) in year of play. Cadet – Turning 16-18 and still in high School in year of play.
- m. Players may request Committee approval to play up in a higher division, as long as they continue to play in their correct age division. (This may incur an additional playing up fee)
- n. Players may request an exemption from Committee for clause 2.l

3. Equipment

- a. Each team must provide their own nominated team uniform; notification of team uniforms must be provided to relevant Division Coordinator on or by Round 4 of the competition. (Please refer to Uniform Policy).
- b. Appropriate footwear must be worn for all matches.
- c. All teams must provide matching bibs/positional patches. In the event of opposing teams having similar colour bibs/positional patches, a set of bibs will be available from the committee.
- d. GDNA will provide game balls for all competition matches. Umpires will be responsible for delivering and returning game balls at the commencement and completion of matches. Game balls will not be available for warming up.

4. Rules of Play (refer to section 9 for Final Series)

- a. Unless otherwise adopted by the GDNA Committee, length of matches will be in accordance with the current Rules of Netball Handbook.
- b. The first centre pass will be determined in accordance with the current Rules of Netball Handbook.

- c. Injuries will be managed in accordance with the current Rules of Netball Handbook. Other than in the Finals Series, no injury time will be added to matches.
- d. Registered players must play a minimum of four (4) matches with a team to be eligible to play in the Finals Series with that team. For matches Cancelled with notification from committee all players will be regarded as having played.
- e. Senior Coordinator is to be notified of a forfeit by 4pm on day of play, unless extenuating circumstances. The Division Coordinator will then notify the opposing team.
- f. Junior Coordinator is to be notified 2 hours prior to game time, unless extenuating circumstances. The Division Coordinator will then notify the opposing team.
- g. Summer Competition Organiser is to be notified by email to gdna.twilight@hotmail.com 2 hours prior to first game time, unless extenuating circumstances. The Division Coordinator will then notify the opposing team.
- h. If a team forfeits, no player will be deemed to have played; however, all players from the receiving team will be considered as played.
- i. A team who forfeits on four (4) occasions will be considered disqualified from the competition. Extenuating circumstances will be considered at the discretion of the GDNA Committee. Notification will be given after the third occasion by the Division Coordinator.
- j. A team disqualified from the competition due to excessive forfeits, will be given the option to remain playing in the competition for no points. They must notify the relevant Division Coordinator for their intention.
- k. If five (5) registered team players are not present five (5) minutes after the signal for commencement of play, the team will forfeit the match.
- l. If neither team have five (5) registered team players present within five (5) minutes after the signal for commencements of play, the game will be considered abandoned and no player shall be credited to have played and no points shall be awarded.
- m. Only games affected by Netball Representation, at the discretion of the GDNA Committee, may be played at a time other than that set down on the draw and must be played before the next Round in the competition. The GDNA Committee must be involved in the rescheduling of the game.
- n. GDNA Committee has the power to convene a Hearing Tribunal in accordance with the Netball NSW Member Protection Policy. The Hearings Tribunal may be convened for any suspected breaches of this policy, GDNA Constitution, the current Rules of Netball Handbook or for falsifying records.
- o. Although there is no limit to the number of GDNA Representative Players that may be registered in a team (as set out in Registrations Section of this policy), no more than 4 of these representative players may take the court at any one time. All Representative Players must be wearing the committee supplied sports tape on the shoulder of their dress/top in order to take the court. This policy specifically applies to juniors division and excludes rep teams playing up as a training team. This policy is to be reviewed on an annual basis.
- p. Player substitutions shall be made in accordance with the current Rules of Netball Handbook.

5. Fill In Players

- a. No player shall play in a lower division or across a division to that which they are registered. Where there is no lower division to draw from a team may draw a fill in player from the same division.
- b. A team may have a maximum of two fill in players for each match to make a total of seven players. Fill in players must not be used as substitute players and must come off at the next available stoppage once a registered team player is available to take the court.
- c. A player can only fill in for a particular team on two occasions. They must register as a team member and pay the appropriate fees prior to taking the court for a third game with that team. Teams who are in breach of this clause will be taken to have played an unregistered player and will forfeit the game in accordance with the Registrations Section of this policy.
- d. Players wishing to swap teams may only do so after a written request has been approved by GDNA Committee.
- e. The name of the fill in player, their team and division must be written on the score sheet in the designated areas before they take the court. This is the team's responsibility.
- f. Fill in players are not permitted during the Finals Series.

6. Scoresheets & Scorers

- a. Scoresheets will be provided for each match. All games must be recorded on the Official scoresheet.
- b. Teams must ensure that the names of all players taking part in the match are recorded on the score sheet prior to taking the court.
- c. All players must sign the scoresheet, next to their name, prior to taking the court.
- d. Providing there are no disputes, all scoresheets must be signed by both captains, both umpires and both scorers. All details are to be correctly filled in this is the responsibility of the Team Delegates.
- e. If there is a dispute, the captain of the team lodging the dispute does not sign the scoresheet and must record the reason/s for the dispute on the back of the scoresheet.
- f. Unless otherwise outlined within this Policy, once a scoresheet has been signed by both captains, no dispute will be heard.
- g. Umpires are to make sure that the scoresheet is completed accurately.
- h. It is the responsibility of the winning team to ensure the scoresheet is returned to the Club House
- i. Each team on the scoresheet must provide a competent scorer for each round of the competition match. The scorer must score the game from the designated scorer's area and should not leave during quarters.
- j. If in the event that a scorer from each team is not present at the commencement of play, the game shall not commence.
- k. Technical Officials (scorers and timekeepers) are not permitted to coach or show team bias of any kind while they are scoring and/or timekeeping.
- l. If necessary, a bench player may perform scoring duties whilst not needed by the team and must sign the scoresheet once relieved of their scoring duties or at the end of the game.

7. Competition Points

- a. Points will be allocated as follows:
 - i. Win = 3 points
 - ii. Draw = 2 points
 - iii. Loss = 1 points
 - iv. Bye = 0 points
 - v. Win By Forfeit = 3 points
 - vi. Loss By Forfeit = 0 points
- b. No Points will be awarded for an abandoned game.
- c. No Points will be awarded for a cancelled game due to wet weather. (refer to section 8. Wet Weather)

8. Wet Weather

The Goulburn and District Netball Association (GDNA) competition is played outdoors on all weather asphalt courts. To minimise unnecessary disruption to the competition draw and to ensure participants are given every opportunity to play netball, GDNA's preference, if possible, is to not cancel games. While games will not be called off solely because it is raining, player/umpire safety is paramount. If the courts at Carr Confoy are deemed to be unsafe, matches will be cancelled.

- a. The decision to cancel matches will be made by the GDNA Committee (comprising of 3 Committee member on duty) 1 hour prior to the first game. If the weather is severe, the whole day may be cancelled
- b. During wet weather, matches will only be cancelled for the safety of players and match officials. Correct footwear should be worn to cope with wet weather conditions and match cancellations will not be based on player/umpire/spectator comfort.
- c. Based on information received from local and state weather authorities a decision may be made to cancel activities. The consideration of safety will take into account the following:
 - i. amount and intensity of rain/hail;

- ii. thunderstorm activity with lightning;
- iii. water volume on the courts;
- iv. lack of grip on court; and
- v. player age level on court.

d. This decision will not be made until the playing surfaces and forecasts have been assessed. Player safety is always the primary concern. Depending on the forecast, the decision to play later timeslots may be reviewed throughout the day and information will be updated in line with changes in playing conditions.

e. Wherever practical, advanced notice will be posted on the GDNA website and Facebook. If there is no notification on the GDNA website or Facebook, teams should report to the courts.

f. Once play has commenced, and in accordance with the Rules of Netball, the GDNA Executive may stop play in times of extreme weather. If the game is called off at or after half-time, the scores will stand and the team with the highest score will be declared the winner. The score at the time the match is abandoned is taken to be the final score.

g. If play ceases before half time, the match shall be considered abandoned and no points awarded.

9. Finals

- a. The Finals Series will consist of Semi-finals, Finals & Grand Finals and be played on three separate weeks.
- b. The Finals Series will be played regardless of weather conditions, except in extenuating circumstances, should this involve inclement weather Veolia Indoor arena will be utilised dependent on availability.
- c. Semi-finalists will be determined by position on the ladder. When two teams have an equal number of points, the position will be determined by counting goals scored for divided by the goals scored against.
- d. The structure of the Finals Series will be determined each year by the GDNA Committee, who will make this determination by round 12 of the competition. Division Coordinators will then advise each Team Delegate of this decision.
- e. When goals scored are even at full time in the Finals Series, extra time will be played in accordance with the current Rules of Netball handbook.
- f. Injury time in the Finals Series will be in accordance with the current Rules of Netball Handbook.
- g. Official Scorers for the finals Series will be appointed by the GDNA Committee.
- h. Umpire Selection for Final Series Checklist**
 - i. Where possible umpires will not umpire family members to avoid conflict of interest.
 - ii. Umpires who have been badged the longest and have been umpiring within the current season to be asked first.
 - iii. Consider if umpires experience is appropriate for team levels.
 - iv. Ask appropriately qualified GDNA umpires prior to looking outside the association.
 - v. Workload of umpires to be taken into consideration for the day.

10. Division Perpetual Awards

- a. Perpetual Awards for each Division shall be awarded as follows:
 - i. Junior Division – Encouragement Award
 - ii. Intermediate Division – Most Consistent Player
 - iii. Cadet Division – Most Consistent Player
 - iv. Senior Division – MVP Award
- b. Award recipients will be determined by collating the votes cast each Round. Voting will commence from Round 4. Team coach or captain or affiliate to nominate a player from their own team and the opposing team each round.
- c. Division Coordinators will be responsible for collating the votes for their respective Divisions. Division Coordinators will advise the President or Vice President of the recipient for their Division by the completion for the Semi-Final Round.

11. Senior Competition

- a. Senior registration fees must be paid in full prior to taking the court..
- b. No points are allocated during grading rounds.
- c. The minimum age of play for Senior Competition is turning 15 in the year of play if playing in a GDNA Representative Team in year of registration, otherwise turning 16 in the year of play.
- d. Any player turning up to 17 must also be registered and playing in the appropriate Junior Division unless a written exemption has been approved by GDNA Committee.

12. Summer Twilight Competition

Welcome to the GDNA Twilight Competition! We aim to strike a balance between a friendly community vibe and playing some competitive social netball. Our competition is all about being active, social and having a good time (so expect a more relaxed environment). These rules help to manage the competition.

1. Rules of play

- a) With the exceptions below, as a general rule we follow with rules of the game as set out by the International Netball Federation
- b) Players are responsible for knowing the rules (as best you can – we know there are a lot!) and complying with these rules, with the assistance of the captains, umpires and GDNA where confusion occurs.
- c) For the mixed competitions, the general rule is that no more than three (3) male players may be on the court at one time, and they must be spread out over the thirds of the court.
Examples:
 - i. Permitted combinations:
One male player as GS or GA; and
One male player as WA or C or WD*; and
One male player as GD or GK
 - ii. *Alternatively, if teams have two male players in the mid court, then they cannot have a male player in defence or goals:
Two males in WA and C – cannot have a male in GS or GA
Two males in WD and C – cannot have a male in GD or GK
- d) Rules may be altered by the joint agreement of the captains, with an aim towards the enjoyment of all players. Examples:
 - iii. For mixed competitions:
 - Adjusting gender requirements to match available players; and
 - Adjusting the number of males allowed in each court area.
 - iv. Allowing players to switch during quarters to suit fitness levels (without calling a timeout).
 - vi. Allowing a small degree of stepping (i.e. shuffling on the spot is OK when no ground is gained).
 - vii. Asking the umpire to give reminders instead of penalties: “GK you’re too close move back”.
- e) Trans and intersex players are welcome to play as the gender they identify as.
- f) Teams must provide their own umpire, which can also be a player sub, and may change every quarter. We encourage umpires and players to talk to each other!

2. Starting the game

- a) Captains are to flip a coin or “rock off” to decide who gets the first centre pass.
- b) If a team is late, they automatically lose the first centre pass.
- c) Generally, you need at least five (5) players on court to start a game. Practically, you could do it with less. If the captains agree to start the game with less players, the game can commence.

3. Points

As this is a social game, no points are awarded, but teams are welcome to score for fun.

4. Game length and breaks

- a) Four (4) x 15-minute quarters
- b) One (1) minute break at quarter and three-quarter time
- c) Two (2) minute break at half-time

5. Registered teams

- a) A team must have at least seven (7) players registered to play in the competition.
- b) In the mixed competitions, this must include a minimum of four (4) females.
- c) Players must be at in high school or older.

6. Supporting new players

It is the responsibility of the captain (primarily) to look after their new players. Captains can let each other, and the umpires, know before the game starts who their new players are so they can get a little more help.

7. Forfeiting due to being short of players

- a) First step: try to hustle up some players to fill in for your team, and chat to the opposing captain about trading players or modifying the rules to accommodate your team.
- b) If you know in advance that you cannot field a team on a certain date, please let GDNA know ASAP by contacting gdna.twilight@hotmail.com (Refer to point 4 g.)

8. Team uniform and patches

a) Teams are not required to wear uniforms, but playing patches must be different colours. If opposing teams have the same colour patches, one team Captain will need to hire a set from GDNA (we suggest a scissor/paper/rock battle to determine who has to hire).

b) Players are advised to wear suitable sports clothing and proper sports shoes must always be worn.

- c) Players cannot take the court in bare feet.
- d) No adornment or jewellery may be worn other than a wedding ring which must be covered with tape
- e) A medical alert bracelet may be worn provided it is covered with tape
- f) Fingernails must be short and smooth. Gloves may be worn only after nails and jewellery have been checked before entering the court
- g) Hair must be suitably tied back.
- h) If jewellery is not able to be removed for religious / medical reasons, it is the player’s choice to play with them, and this player accepts the risks involved.

i) Jewellery which cannot be removed for religious / medical reasons should be covered with padding / tape as necessary to prevent injury to others. Jewellery or other items which cannot be securely covered or taped must be removed per the Rules of Netball.

10. Misconduct

a) All players must be respectful towards each other, as well as towards the umpires. This competition is social and must be enjoyed by everyone. Any form of player or umpire misconduct will not be tolerated and may result in you, or your team being expelled from the competition.

b) It is the responsibility of all players to ensure that their teammates are not ruining the game for others with bad behaviour. Captains should talk to each other during the breaks if they have concerns about the behaviour of a player on the opposing team. If the matter cannot be resolved at this point, a GDNA committee member should be notified immediately.

12 Concussion Policy

Recognise, Refer and Remove

- If a concussion is suspected, remove the player from the playing or training environment immediately and seek treatment from a medical doctor.
- If a concussion is suspected, the player must not re-enter training/playing on the same day unless cleared by a medical doctor.
- Manage all unconscious players using first aid principals. Call 000 immediately if a player has lost consciousness or has neck pain. Do not move the player.
- It may take hours (or even days) for symptoms to become obvious.
- A medical doctor's assessment, diagnosis and plan is paramount as diagnosis can be challenging and clinical judgement is required.
- A concussed player must stand down from competitive play until the concussion is fully resolved. The player must have been cleared by a medical doctor to return to competitive play and have followed a return to play program.

13. Infectious Diseases

Refer to Netball NSW Infectious Disease Policy