

ILLAWARRA DISTRICT NETBALL ASSOCIATION

RULES OF COMPETITION

Section C – COMPETITION

C.1 PURPOSE

These rules set down the local rules for Netball competitions conducted by Illawarra Netball. These Rules should be read in conjunction with the International Netball Federation's Rules of Competition, the Regulations and Constitution of the Association.

C.2 COMPETITION RULES

C.2.1 GENERAL

- (a) Each team shall have a maximum of 12 registered players
- (b) The competition shall be controlled by the Management Committee
- (c) All NetSetGo and Junior games shall be played at Fred Finch Park Berkeley and/or Guest Park Fairy Meadow
- (d) All Intermediate, Cadet and Senior games shall be played at Fred Finch Park Berkeley.
- (e) No Competition matches will be played:
 - Easter Saturday
 - Anzac Day
- (f) Each team shall pay the umpire the amount specified by the Management Committee, before the start of the game
- (g) The scoring of games is the responsibility of team Officials. The winning team is responsible for the return of the Score Sheet to the Duty Room at the completion of the game
- (h) The playing position of each player for each quarter shall be identified on the score sheet before the score sheet is returned to the Duty Room
- (i) Games shall finish in time to permit the following game to commence at the specified time

C.2.2 GRADING OF TEAMS

- (a) The grading of teams shall be conducted after the close of Team Registrations but before the start of the winter competition on dates decided by the Management Committee
- (b) Teams shall be graded at an initial grading meeting of the Management Committee.
- (c) Each Team will be graded according to the information provided on the Team Registration Form and results from previous competitions. Teams may be required to attend a visual grading
- (d) Final grading meeting will be held with Management Committee plus 1 delegate and 1 observer from each club, to discuss any reviews and finalise grading.
- (e) Team grading lists will be posted on IDNA Website

C.2.3 RE-GRADING OF TEAMS

- (a) There will be no regrading of teams

C.2.4 START AND FINISH OF PLAY

- (a) Start of play for each time slot:
 - (i) Games shall not start before the Control Room indicates that play for that time slot can commence. The actual start of play for any individual game shall be indicated by the umpires for that particular game
 - (ii) A game cannot be started by the umpires until both teams have at least five (5) players on the court
 - (iii) If after five (5) minutes from the indicated start of play from the control room, one team fails to have at least five (5) players on the court then that team shall forfeit the game. This shall be deemed an un notified forfeit
 - (iv) If after five (5) minutes from the indicated start of play from the control room. Neither team has at least five (5) players present the game shall be abandoned. This shall be deemed as an un notified forfeit for both teams
- (b) End of play for each time slot:
 - (i) Games shall finish in time to permit the following game to commence at the specified time even if through starting late or an injury occurring, the game does not run the full time
 - (ii) The Control Room shall indicate to umpires that play is to cease for all games but umpires shall indicate the end of play for each game

C.2.5 UMPIRES

- (a) Provision of Umpires by Clubs – Refer to Section B of the Rules of Competition
- (b) Allocation of Umpires to games – refer to Section B of the Rules of Competition
- (c) Payment of Umpires – umpires are to be paid prior to the start of the game
- (d) Payment of Umpires – each umpire shall be paid the amount specified by the Management Committee. Capping of fees paid to umpires will be \$40 per maximum, this is a total of \$25 from the team being umpired and an additional fee of no more than \$15 to be paid from another player or team for the service of umpiring a game (senior) in accordance with the requirements of duty umpiring

C.2.6 COACHING DURING GAMES

- (a) Coaching is not permitted from the goal lines
- (b) Coaches must remain in the centre third when coaching
- (c) Coaches are not to direct play. If an umpire is of the opinion that a Coach, or any other person, is directing play then the team may be penalised by the umpire
- (d) Coaching by the designated Team Coach for NetSetGo Teams shall be permitted from the full length of the sideline but not the goal lines

C.2.7 BORROWING OF PLAYERS

C.2.7.1 General

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- (a) The borrowing of a player registered with the same club from a lower grade or division to play in a higher grade or division shall be permitted
- (b) The borrowing of a player from another club is not permitted, except for NetSetGo, 8years and 9years only
- (c) Teams shall record all relevant details of borrowed players on the score sheet
- (d) A team member may take the court as a substitute for a borrowed player, at the appropriate time. The borrowed player may then be used as a further substitute for that same team if there is an injury/illness occurring later in that game.

C.2.7.2 NetSetGo Teams 8 years and 9 years

- (a) In the NetSetGo Competition there is no limit on the number of times that a player may be borrowed.
- (b) Age restrictions do apply to the borrowing of NetSetGo Players. Players who are nine (9) years of age in the year of play are not permitted to play in an eight (8) year old team.
- (c) A NetSetGo player who is borrowed by a 10 years or older team is subject to the rules regarding the borrowing of players.
- (d) NetSetGo Teams are able to borrow players from any Club within the NetSetGo age divisions. Rule C.2.7.2. (b) applies.

C.2.7.3 Junior Teams 10 years to 12 years

- (a) A team may borrow a maximum of two (2) players on any Competition day. Any team borrowing more than 2 players shall be fined and lose any competition points gained from that game
- (b) Minimum age for a borrowed player to participate in Junior (10 to 12 years) games is 8 years of age, as at 31 December in the year of play
- (c) A player selected in the 12 years Representative Team is not to be borrowed by a club team until after the Junior State Titles have been completed

C.2.7.4 Intermediate Teams 13 years to 15 years

- (a) A team may borrow a maximum of two (2) players on any Competition day. Any team borrowing more than 2 players shall be fined and lose any competition points gained from that game
- (b) Minimum age for a borrowed player to participate in Intermediate games is 11 years of age, as at 31 December in the year of play
- (c) A player selected in a Junior State Titles team is not to be borrowed by a club team until after the Junior State Titles have been completed

C.2.7.5 Cadet Teams 16 years and 17 years

- (a) A team may borrow a maximum of two (2) players on any Competition day. Any team borrowing more than 2 players shall be fined and lose any competition points gained from that game
- (b) Minimum age for a borrowed player to participate in a Cadet game is 13 years of age, as at 31 December in the year of play

C.2.7.6 Senior Teams 18 years and Over

- (a) A team may borrow a maximum of two (2) players on any Competition day. Any team borrowing more than 2 players shall be fined and lose any competition points gained from that game
- (b) Minimum age for a borrowed player to participate in a senior game is 14 years of age, as at 31 December in the year of play
- (c) Players in a team playing Cadet A may only be borrowed by teams playing Premier League or Senior A1 to A4 grade
- (d) Players in a team playing Cadet B and Cadet C may be borrowed by teams playing any senior grade

C.2.7.7 Number of Times a Player Can Be Borrowed

- (a) A player may be borrowed three (3) times without any impact on the team with which they are registered
- (a) When a player is borrowed for a fourth time the Club is to nominate into which team the player will be transferred, the chosen team is to be selected from the four teams in which the player has been borrowed.

C.2.7.8 Borrowing Players for Visual Grading

Players shall not be borrowed for visual grading.

C.2.7.9 Borrowing Players for Finals Series

Refer to Finals Series, Section F

C.2.8 COMPLAINTS ARISING FROM A GAME

Refer to Regulation 8 – Judiciary for processes and procedures

C.3 COMPETITIONS

C.3.1 NETSETGO COMPETITION

- (a) All NetSetGo Competition games shall be played in accordance with the Rules of Netball as published by the INF except where modified by the NetSetGo Rules and any local rules specified by the Management Committee
- (b) All regular competition games shall be played on Saturday
- (c) Players must be between six (6) and nine (9) years of age at the 31 December when registered in a NetSetGo team. Refer also to Clause A3.2 regarding Players with Disabilities
- (d) Players who turn nine (9) years of age in the year of play are not permitted to play in an eight (8) year old team. Refer also to Clause A3.2 regarding Players with Disabilities
- (e) NetSetGo games consist of 4 x 10 minute quarters with a 3-minute break at quarter time and three-quarter time, and a 5 minute break at half time
- (f) The timing of games is the responsibility of the team Officials
- (g) Time off for injuries is permitted. The rules regarding injury time do not apply
- (h) All players are required to change positions at half-time. Players should be substituted into either only attack positions or only defence positions for the duration of the game
- (i) Each team shall provide a size 4 netball suitable for use in the game

C.3.2 JUNIOR COMPETITION

- (a) All Junior Competition games shall be played in accordance with the Rules of Netball as published by the INF except where modified by local rules determined by the Association
- (b) The Junior Competition shall consist of at least two (2) rounds of competition followed by Semi-finals, Finals and Grand Finals
- (c) All regular competition games shall be played on Saturday
- (d) Players must be between eight (8) and twelve (12) years of age at the 31 December when registered in a Junior Team. Refer also to Clause A3.2 regarding Players with Disabilities
- (e) Junior games consist of 4 x 12 minute quarters with a 3-minute break at quarter time and three-quarter time, and a 5-minute break at half time
- (f) The timing of games is the responsibility of the team Officials
- (g) Injury time is permitted in accordance with the INF Rule
- (h) Each team shall provide a size 5 netball suitable for use in the game
- (i) Wet Weather games to be advised by Management Committee

C.3.3 INTERMEDIATE COMPETITION

- (a) All Intermediate Competition games shall be played in accordance with the Rules of Netball as published by the INF except where modified by local rules determined by the Association
- (b) The Intermediate Competition shall consist of at least two (2) rounds of competition followed by Semi-finals, Finals and Grand Finals
- (c) All regular competition games shall be played on Saturday
- (d) Start time for all games to be determined by the Management Committee
- (e) Players must be between eleven (11) and fifteen (15) years of age at the 31 December when registered in an Intermediate Team
- (f) Intermediate games consist of 4 x 12 minute quarters with a 3-minute break at quarter time and three-quarter time, and a 5-minute break at half time. Each quarter shall start and finish with a hooter sounded from the Duty Room
- (g) Injury time is permitted in accordance with the INF Rules
- (h) Each team shall provide a size 5 netball suitable for use in the game
- (i) Where possible, Intermediate A1 games shall be played indoors
- (j) Wet Weather games to be advised by Management Committee

C.3.4 CADET COMPETITION

- (a) All Cadet Competition games shall be played in accordance with the Rules of Netball as published by the INF except where modified by local rules determined by the Association
- (b) The Cadet Competition shall consist of at least two (2) rounds of competition followed by Semi-Finals, Finals and Grand Finals
- (c) All regular competition games shall be played on Saturday

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- (d) Players must be between thirteen (13) and seventeen (17) years of age at the 31 December when registered in a Cadet Team
- (e) Cadet games consist of 4 x 15 minute quarters with a 3-minute break at quarter time and three-quarter time, and a 5-minute break at half time. Each quarter shall start and finish with a hooter sounded from the Duty Room
- (f) Injury time is permitted in accordance with the INF Rules
- (g) Each team shall provide a size 5 netball suitable for use in the game
- (h) Wet Weather games to be advised by Management Committee

C.3.5 SENIOR COMPETITION

- (a) All Senior Competition games shall be played in accordance with the Rules of Netball as published by the INF except where modified by local rules determined by the Association
- (b) The Senior Competition shall consist of at least two (2) rounds of competition followed by Semi-Finals, Finals and Grand Finals
- (c) All regular competition games shall be played on Saturday
- (d) Players must be fifteen (15) years of age or older at the 31 December in the year of registration when registered in a Senior Team. This does not apply to Illawarra Representative Teams playing in the senior competition by invitation
- (e) Senior games consist of 4 x 15 minute quarters with a 3-minute break at quarter time and three-quarter time, and a 5-minute break at half time. Each quarter shall start and finish with a hooter sounded from the Duty Room
- (f) Injury time is permitted in accordance with the INF Rules
- (g) Each team shall provide a size 5 netball suitable for use in the game
- (h) Where possible, Premier League and Senior A1 competition games shall be played indoors
- (i) Wet Weather games to be advised by Management Committee

C.3.6 ADVERSE WEATHER

C.3.6.1 Transfer of NetSetGo/Junior Games On Any Day

For any competition round, where court conditions are considered to be unsuitable for playing Netball at Guest Park, the Management Committee may transfer some, or all, of the games from Guest Park to Fred Finch Park

C.3.6.2 Abandonment Of NetSetGo/Junior and/or Intermediate and/or Cadet/Senior Games On Any Day

- (a) Where the Management Committee considers that the weather conditions prior to the start of play are unsuitable for playing netball for NetSetGo/Junior games and/or Intermediate games and/or Cadet/Senior games, they may abandon games for specific grades on that day. If time permits, an announcement advising the abandonment shall be made by way of all available Media
- (b) For any game, where play has commenced and play has been abandoned the results shall be as follows:
 - (i) If play ceases before half-time, the result of the game shall be declared abandoned
 - (ii) If play ceases at or after half-time, the result of the game shall be taken on the score at the time the game was abandoned

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- (c) For Junior Games, where play at one venue, for a time slot, has been abandoned before half-time then no points are to be awarded to teams playing at the same timeslot at the other venue, irrespective of whether or not the games have been played

C.3.6.3 Stopping Play for Individual Time Slots

- (a) Where weather conditions prior to, or during any timeslot are considered to make play unsafe, a decision to abandon play for that timeslot may be made by the Management Committee.