

# **RULES OF COMPETITION**

## **Outdoor Competition**

**2026**



# ILLAWARRA DISTRICT NETBALL ASSOCIATION

2026

## RULES OF COMPETITION FOR THE OUTDOOR WINTER COMPETITION

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# ILLAWARRA DISTRICT NETBALL ASSOCIATION

## **RULES OF COMPETITION FOR THE OUTDOOR WINTER COMPETITION**

### INTRODUCTION

This document provides the local rules and procedures to be used for the outdoor winter netball competitions conducted by Netball Illawarra, excluding the Premier League competition and the 6 years and 7 years program. This document has been created by the Board and is to be read in conjunction with World Netball's Rules of Competition, as well as rules and conditions provided by Netball Australia and Netball NSW that are relevant to this competition.

Such local rules, conditions and procedures created by the Board, shall take precedence over other rules that may be considered as being applicable.

The Rules of Competition must be read in conjunction with the Grading Procedures document as there are items in that document that are relevant to these Rules of Competition.

### ANNUAL REVISIONS OF THESE RULES

The Rules of Competition are to be reviewed at the completion of each Winter season. Should it be found that changes are required, then a new edition will be issued no later than March 31 of the following year. Where a revision has taken place and no changes are considered necessary, this shall be noted on this document.

### DEFINITIONS

Grade – This is the level of skills in a competition designated by a letter (A, B, C etc)

Division – This is a further refinement of the skill level within a division that if used, is designated by a numeric value (1,2,3 etc)

### A. CLUBS

#### A.1 CLUB RESPONSIBILITIES

In addition to the requirements of the Constitution and Regulations, for the winter competition, clubs are responsible for:

- (a) Ensuring that the playing uniform used by its players is in accordance with the requirements specified in the Netball Illawarra Uniform Policy, and the uniforms submitted to, and agreed to by the board. Any compliance-related issues should be reported to the Board.
- (b) The submission of their teams for the winter competition
- (c) The allocation of their players into teams appropriate to the age and ability of each player
- (d) The registration and de-registration of their players throughout the season

- (e) Ensuring that all persons who are associated with a club in any capacity other than as a player are registered as a Non-Playing Member before participating in any netball activity
- (f) The initial training of junior and senior umpires
- (g) The provision of umpires to fulfill Club umpiring requirements for NetSetGo and Junior Competition games
- (h) The provision of appropriately badged and/or experienced umpires for each of their Intermediate and Cadet teams each week
- (i) Organise an appropriate venue for senior players to attend a Rules Discussion Session for players, badged umpires, coaches, and anyone else from the club who is interested in attending. This is to be held before the start of the Winter season, in accordance with the requirements of the Umpires Committee.
- (j) The behaviour of all members including players, coaches, and umpires in accordance with the appropriate Code of Conduct
- (k) The behaviour of spectators associated with their club
- (l) Ensuring registered members are kept informed and up to date

There will be occasions when one or more representatives of a club will be required by the Board, at the competition venues; it is the Club's responsibility to ensure that such a request is responded to quickly.

## A.2 CANTEEN DUTY RESPONSIBILITIES FOR CLUBS

- (a) All Clubs will be required to provide representatives to fulfil allocated Canteen Duty at either Berkeley or Fairy Meadow courts during normal competition days in accordance with the roster created by the Board and the requirements specified in the Duty Roster Policy of Netball Illawarra
- (b) All Clubs will be required to provide representatives to fulfil allocated Canteen Duty at Berkeley for the Finals series in accordance with the roster created by the Board and the requirements specified in the Duty Roster Policy of Netball Illawarra
- (c) All senior teams will be required to provide representatives to undertake Canteen or Umpiring Duty in accordance with the requirements specified in the Duty Roster Policy of Netball Illawarra

## A.3 CLUB PLAYING UNIFORMS

The playing uniform of a club must comply with the requirements provided in the Netball Illawarra Uniform Policy. Details of such uniforms, including photographs of, or graphical representations of all proposed colours and designs to be used must have been submitted to, and accepted by, the Board.

## B. COMPETITIONS

### B.1 WINTER COMPETITIONS

Netball Illawarra will conduct the following winter competitions:

- NetSetGo Competition
- Junior Competition
- Intermediate Competition
- Cadet Competition – Girls

- Cadet Competition – Mixed
- Senior Competition – Women
- Senior Competition – Mixed

## B.2 VENUES

The primary venue for netball in the Illawarra is Fred Finch Park, Berkeley. Secondary venues are located at Guest Park, Fairy Meadow and Croome Road, Albion Park.

The Board will determine the venues to be used for each competition.

## B.3 LOCAL RULES

### B.3.1 Applicable to All Competitions

All games will be subject to the following rules:

- (a) All games shall be played in accordance with the World Netball Rules of Netball except where modified by local rules created by the Board, as detailed below
- (b) The competitions will be controlled by the Board and information relating to the competition will be sent to clubs each year
- (c) No Competition games will be played on
  - Easter Saturday
  - Anzac Day
- (d) All competition games shall be played on Saturdays unless otherwise advised by the Board
- (e) The nominal start time for all games to be determined by the Board
- (f) Each team shall have a minimum of five (5) registered players and a maximum of twelve (12) registered players
- (g) Each team shall pay one umpire the amount specified by the Board before the start of the game
- (h) If any games in Week 1 or Week 2 are cancelled due to wet weather, the games scheduled for the same time slot in the following week will be played as two half games
 

The first 2 quarters will be for the originally scheduled games, while the third and fourth quarters will be for the washed-out day. These games will take place on the originally assigned courts.
- (i) Umpires to remain on their original courts allocated for the entire timeslot
- (j) Emergency time may be called where there is a need to stop a game to manage significant risk during the game. This may be called by one of the umpires or a representative from the Umpires Committee or the Board. Documentation outlining the cause for calling of emergency time and the follow up actions must be completed as soon as practicable following the game.
- (k) Games shall finish in time to permit the following game to commence at the specified time
- (l) Wet Weather games to be advised by the Board

### B.3.2 Specific to NetSetGo 8 years and 9 years Competitions

- (a) The NetSetGo Rules as provided by Netball Australia and Netball NSW, and the rules below, shall be applied to all 8 years and 9 years NetSetGo games
- (b) Games consist of 4 x 10-minute quarters with quarter breaks as determined by the Board

- (c) All NetSetGo games will be played at Fred Finch Park Berkeley and/or Guest Park Fairy Meadow. Where circumstances make it necessary, the Croome Road Sporting Complex may be utilised.
- (d) Teams will not play for competition points, nor will they compete in the Finals Series
- (e) Game results will be entered into PlayHQ but will not be published
- (f) The timing of games is the responsibility of the team Officials
- (g) Players should experience all positions across the season. In 8's, 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.
- (h) Each team shall provide a size four (4) netball suitable for use in the game

### **B.3.3 Specific to Junior Competitions**

- (a) All Junior games to be played at Fred Finch Park Berkeley and/or Guest Park Fairy Meadow. Where circumstances make it necessary, the Croome Road Sporting Complex may be utilised.
- (b) The Junior Competition shall consist of at least two (2) rounds of competition followed by Semi-Finals, Finals and Grand Finals
- (c) Junior games consist of 4 x 12-minute quarters with quarter breaks as determined by the Board
- (d) A team shall have a minimum of 4 of its registered players on the court at all times and a minimum of 5 players on the court at all times
- (e) The timing of games is the responsibility of the team Officials
- (f) Each team shall provide a size five (5) netball suitable for use in the game

### **B.3.4 Specific to Intermediate Competitions**

- (a) The Intermediate Competition shall consist of at least two (2) rounds of competition followed by Semi-Finals, Finals and Grand Finals
- (b) All Intermediate games to be played at Fred Finch Park Berkeley. Where circumstances make it necessary, the Croome Road Sporting Complex may be utilised.
- (c) Intermediate games consist of 4 x 12-minute quarters with quarter breaks as determined by the Board
- (d) A team shall have a minimum of 4 of its registered players on the court at all times and a minimum of 5 players on the court at all times
- (e) The timing of Intermediate games shall be controlled from the Duty Room unless otherwise advised by the Board
- (f) Each team shall provide a size five (5) netball suitable for use in the game
- (g) Intermediate A1 teams may use Rolling Substitutions for competition games. All other teams shall only be permitted to make substitutions for an injury time called or during a break at quarter time etc.
- (h) Where possible, Intermediate A1 games are to be played at Illawarra Sports and Community Precinct, Fred Finch Park, Berkeley

### **B.3.5 Specific to All Cadet Competitions**

- (a) The Cadet Competitions shall consist of at least two (2) rounds of competition followed by Semi-Finals, Finals and Grand Finals
- (b) All Cadet games are to be played at Fred Finch Park Berkeley. Where circumstances make it necessary, the Croome Road Sporting Complex may be utilised
- (c) Cadet games consist of 4 x 15-minute quarters with quarter breaks as determined by Board

- (d) A team shall have a minimum of 4 of its registered players on the court at all times and a minimum of 5 players on the court at all times
- (e) The timing of Cadet games shall be controlled from the Duty Room unless otherwise advised by the Board
- (f) Each team shall provide a size five (5) netball suitable for use in the game
- (g) All Cadet games may use Rolling Substitutions for competition games
- (h) Where possible, Cadet A1 games are to be played at Illawarra Sports and Community Precinct, Fred Finch Park, Berkeley

#### B.3.6 Specific to Mixed Cadet Competitions

- (a) Mixed Cadet teams must have at least one registered male player.
- (b) Mixed Cadet teams when playing shall have at least one male player on the court at all times and no more than 3 male players on the court.
- (c) If because of an injury to a male player, or illness a team is unable to have the obligatory male player on the court then the team may continue to play with 7 female players.
- (d) If a team is unable to start with any male players on court, the team may start with 7 female players, however, if a male player does arrive, they are to replace a female player either at an injury time, when a goal is scored or at a break between quarters.
- (e) Mixed Cadet teams shall have a maximum of one male shooter, one male defender and only one male centre court player at any time during the game.

#### B.3.7 Specific to Senior Competitions

- (a) The Senior Competition shall consist of at least two (2) rounds of competition followed by Semi-Finals, Finals and Grand Finals
- (b) All senior games will be played at Fred Finch Park Berkeley. Where circumstances make it necessary, the Croome Road Sporting Complex may be utilised
- (c) Senior games consist of 4 x 15-minute quarters with quarter breaks as determined by the Board
- (d) A team shall have a minimum of 4 of its registered players on the court at all times and a minimum of 5 players on the court at all times
- (e) The timing of Senior games shall be controlled from the Duty Room unless otherwise advised by the Board
- (f) Each team shall provide a size five (5) netball suitable for use in the game, except for Premier League teams
- (g) Where possible, Senior A1 games are to be played at Illawarra Sports and Community Precinct, Fred Finch Park, Berkeley
- (h) All Senior games may use "Rolling Substitutions" for the interchange of players during a game
- (i) All teams in the Senior Competition are required to provide representatives to undertake canteen or umpiring duty in accordance with the Club and Team Duty Requirements Policy

#### B.3.8 Specific to Mixed Senior Competitions

- (a) Mixed senior teams must have at least one registered male player.
- (b) Mixed senior teams when playing shall have at least one male player on the court at all times and no more than 3 male players on the court.
- (c) If because of an injury to a male player, or illness a team is unable to have the obligatory male player on the court then the team may continue to play with 7 female players.

- (d) If a team is unable to start with any male players on court, the team may start with 7 female players, however, if a male player does arrive, they are to replace a female player either at an injury time, when a goal is scored or at a break between quarters.
- (e) Mixed senior teams shall have a maximum of one male shooter, one male defender and only one male centre court player at any time during the game.
- (f) Current representative players are not permitted to play in a mixed senior team.
- (g) Current Premier League or Senior A1 players are not permitted to play in a mixed senior team.

#### **B.4 COACHING DURING GAMES**

Coaches shall comply with the Code of Conduct applicable to Coaches.

- (a) Coaching is not permitted from the goal lines
- (b) Coaches must remain on the sideline and be stationary when coaching
- (c) Coaching by the designated Team Coach for 8 years and 9 years NetSetGo Teams shall be permitted from the full length of the sideline but not the goal lines. When the coaches are also umpiring the game in 8 years, this is allowed
- (d) Player/Coaches are not limited by the above while they are on-court as a player.

#### **B.5 SCORE SHEETS**

- (a) The score sheet for each game is to be collected from the Duty Room by a representative from one of the competing teams
- (b) Each team is to list the playing positions of the players starting the game. Any starting player not shown on the scoresheet is to have their full name legibly recorded, along with their playing position.
- (c) The playing position of each player starting each quarter shall be identified on the score sheet before the score sheet is returned to the Duty Room
- (d) For games using Rolling Substitutions, a tick must be added next to the player's name to indicate those who take the court after the start of each quarter for easy identification
- (e) Umpires may request that the centre passes for the game are recorded on the scoresheet
- (f) The full name of all borrowed players, as well as their team's name, grade/division is to be printed on the score sheet prior to their participation
- (g) Any injury or illness occurring during a game is to be recorded on the appropriate accident form and submitted as soon as practicable
- (h) It is the responsibility of both teams to have a scorer with the scoresheet. The scorers should be located opposite the Centre Circle
- (i) The official score for a game shall be the number of goals scored by each team, as recorded in the running scores at the bottom of the scoresheet
- (j) The Scorer is required to record details of any warnings, suspensions or where a player has been ordered from the court by an umpire during the game, on the back of the scoresheet
- (k) The winning team is responsible for the return of the completed Score Sheet to the Duty Room at the completion of the game
- (l) A team claiming an un-notified forfeit shall have the umpires for the game complete and sign the score sheet, noting on the score sheet that the game is an un-notified forfeit, and then return the score sheet to the duty room.

- (m) Where a score sheet has not been returned to the Duty Room at the end of the game, the score sheet must be returned to the Competitions Director by 2.00pm on the Tuesday following the game; failure to do so will result in no points being awarded for the game.

## **B.6 THE START AND FINISH OF PLAY**

- (a) The start of play for each competition time slot shall comply with the following:
  - (i) Games controlled by central timing shall not start before the Control Room indicates that play for that time slot is to commence. The actual start of play for each game shall be indicated by the umpires for that 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 scheduled start of play, 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. Umpires are to be paid by the team who gives the forfeit.
  - (iv) If after five (5) minutes from the scheduled start of play, neither team has at least five (5) players on the court, the game shall be abandoned. This shall be deemed as an un-notified forfeit for both teams. Umpires are still to be paid by both teams.
- (b) End of play for each competition time slot shall comply with the following:
  - (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) For games controlled by central timing, 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) Umpires are to be paid prior to the start of the game.

## **B.7 ADVERSE WEATHER**

### **B.7.1 Abandonment of All Games for a Timeslot**

Where weather conditions prior to the start of play, for one or more timeslots, are considered as being unsuitable for playing netball, the Board may cancel competition for one or more timeslots on that day.

### **B.7.2 Abandonment of Individual Games**

Where both coaches or both umpires agree that the weather or court conditions prior to the start of play for a game are potentially detrimental to the safety and wellbeing of their players, they may agree to abandon play for that game and advise the umpires of their decision.

Such a decision is not to be considered as an unnotified forfeit against the teams involved.

In such cases, both umpires are to be paid.

### **B.7.3 Stopping Play After a Game has Started**

- (a) The Board will not normally be responsible for the stopping of individual games after the scheduled start time has arrived. Such a decision shall only be made by the coaches and/or the umpires controlling a game.
- (b) The Board may stop ALL games once they have commenced where adverse weather conditions make it dangerous for ALL games to continue. This would be a requirement for

the enforcement of the Lightning Policy, heavy rain, or hail. Such action would also be taken when so directed by Police or SES personnel.

- (c) Where coaches agree that play for a game should no longer continue, be it for weather conditions or court conditions, the results shall be recorded as follows:
  - (i) If play ceases before half-time, no points shall be awarded for the game.
  - (ii) If play ceases on, or after, half-time, the result of the game shall be taken on the score at the time the game was stopped.

#### B.7.4 Altering Play for Individual Timeslots

Where the Board considers that current conditions are potentially unsafe, but play would be possible under modified conditions (timing), they may delay the start of, and/or alter the playing conditions for a timeslot. An example of this would be where the end of the 30-minute rule for the Lightning Policy was near its end.

### B.8 DEFERRED GAMES

If a player is representing Netball Illawarra or Netball NSW at a representative level during the **FINALS SERIES**, and, that player is unable to be present at the scheduled time of the game because of this representation, then the club may make an application for that game to be deferred. Where a deferred game has been granted, the date, time and venue of the game will be determined by the Board.

No deferred game shall be scheduled so that it disadvantages the other team involved in the game.

### B.9 COMPLAINTS

All complaints must be notified to the Duty Room by the end of competition on the day of the incident by a team official. An Incident Report Form (on-line or in writing) must be lodged by 6pm Sunday following the incident to complete the complaint process with all supporting statements.

The Board may choose not to consider a complaint where they believe the complaint is vexatious or frivolous.

### B.10 AWARDING COMPETITION POINTS

- (a) Competition points shall not be awarded for NetSetGo games. Results, however, will be recorded for NetSetGo games for the purpose of future grading of players and teams.
- (b) Competition points for Junior, Intermediate, Cadet and Senior games shall be awarded in accordance with the following:

Winning a game:	2 points
Losing a game:	0 points
Playing a drawn game:	1 point
Receiving a Bye:	0 points
Receiving a forfeit:	2 points
- (c) Where an individual game is stopped prior to half time due to injuries, and other games at that venue proceed then, the opposing team in the abandoned game shall receive competition points for that game.
- (d) Where an individual game is stopped prior to half time by mutual consent of the coaches, and other games at that venue proceed then no points will be awarded for that game.

- (e) A team set down to play a team who has withdrawn from the Competition shall receive 2 competition points unless games have been abandoned due to adverse weather conditions.
- (f) When the number of byes in a grade or division, as applicable, is not even across all teams (due to changes in teams within the grade or division during the season), receiving a bye shall be allocated 2 points at the completion of the season for the purpose of qualification for the Finals Series.

## **B.11 PENALTIES AND FINES**

### **B.11.1 Penalties And Fines That May Be Awarded**

Penalties and Fines are issued in accordance with the following. The values of the various fines are given in the current Penalties, Fines and Fees document issued by the Board each year.

Penalties and Fines that may be imposed on a Club or Team are as follows:

- (a) FAILURE TO SIGN ON AND/OR FULFIL CANTEEN DUTY REQUIREMENTS – Fine per player per time slot not present plus loss of 1 competition point per player not in attendance
- (b) FAILURE TO SIGN ON AND/OR FULFIL UMPIRING DUTY REQUIREMENTS – Fine per player per game not covered plus loss of 1 competition point per player not in attendance
- (c) PLAYING AN UNREGISTERED PLAYER – Game result recorded as a loss for the offending team plus a fine
- (d) PLAYING AN ILLEGAL PLAYER – Game result recorded as a loss for the offending team plus a fine
- (e) PLAYING AN INELIGIBLE PLAYER – Game result recorded as a loss for the offending team plus a fine
- (f) PLAYING UNDER ANOTHER PLAYER’S NAME – Game result recorded as a loss for the offending team plus a fine

This will be considered as misconduct resulting in disciplinary action being taken against the player concerned, with the option of disciplinary action also being taken against the coach/manager, the team, and the Club.

- (g) UNNOTIFIED FORFEIT – Fine
- (h) BORROWING RULE INFRINGEMENT – Game result recorded as a loss for the offending team plus a fine
- (i) FAILURE TO RECORD A BORROWED PLAYER ON THE SCORESHEET – Game result recorded as a loss for the offending team plus a fine
- (j) SUBSTITUTION RULE INFRINGEMENT – Game result recorded as a loss for the offending team plus a fine.
- (k) FAILURE TO RECORD A BORROWED PLAYER FOR GRADING – Fine.
- (l) INCORRECT BORROWING OF A PLAYER FOR FINALS SERIES – Game result recorded as a loss for the offending team plus a fine.
- (m) FAILURE OF A CLUB TO PROVIDE REQUIRED NETSETGO UMPIRES – Club fine
- (n) A Club’s failure to attend the minimum required number of council meetings will be fined.
- (o) A Club’s failure to submit completed paperwork, as required by Constitution and Regulations, to Netball Illawarra, by the required date, will be fined.

### **B.11.2 Appealing Against an Imposed Penalty or Fine**

- (a) An appeal may only be lodged against the validity of the penalty/fine, not the severity of the penalty/fine.

- (b) An appeal against a penalty or a fine imposed on a team for a competition infringement may be lodged by a club.
- (c) Such an appeal must be received by the Secretary within seven (7) days of receipt of the notification.

## B.12 TROPHIES AND AWARDS

### B.12.1 NetSetGo Presentations

- (a) At the conclusion of the last game in each NetSetGo timeslot, all NetSetGo players will be presented with a Participation award.
- (b) Any NetSetGo teams that have a bye on the last round are encouraged to attend the NetSetGo Presentations appropriate for their age group.

### B.12.2 Grand Final Presentations

A presentation Ceremony will be held at the conclusion of the Grand Finals for each time slot. At this ceremony:

- (a) Trophies will be presented to all players in the premiership winning team. Where there are joint premiers, trophies will be provided to all players from both teams.
- (b) All players in the runners up team will receive an award.
- (c) A presentation will be made to the umpires officiating at the Grand Finals.

## C. TEAMS

### C.1 TEAM FORFEITS

#### C.1.1 General

Any team giving more than three (3) forfeits (notified or un-notified) in a competition shall, along with a club representative, be required to meet with the Board, to discuss their continuation or withdrawal of the team from the competition.

#### C.1.2 Notified Forfeits

- (a) Any team that is forfeiting a game, must notify the Competition Director by 7.00pm on the evening prior to the game, for it to be a notified forfeit. The forfeit information will be sent through to the club receiving the forfeit and the Umpiring Director.
- (b) Teams receiving a **NOTIFIED FORFEIT** are not required to forward a Score Sheet

#### C.1.3 Un-Notified Forfeits

- (a) Any forfeits received by the Competition Director after 7.00pm on the evening prior to the game will be classified as an un-notified forfeit.
- (b) Teams receiving an **UN-NOTIFIED FORFEIT** on the Saturday, are required to complete and return a Score Sheet to the Duty Room and are required to complete their duty
- (c) A forfeit that is the result of a game being unable to commence as the result of a team having insufficient players on court, is classified as a failure to attend un-notified forfeit. Additional payment to umpires is included in the fine for this classification of the forfeit.

#### C.1.4 Insufficient Players to Continue a Game

- (a) Once a game has commenced, should a team be unable to complete a game due to insufficient players on court, that team shall be deemed to have lost the game, however, such early termination of the game shall not constitute a forfeit of the game by the offending team.

### D. PLAYERS AND NON-PLAYERS

#### D.1 REGISTRATION OF NON-PLAYERS

All persons who are associated with a club in any capacity other than as a player, and are designated as a team official, are to be registered as a Non-Playing Member before participating in any netball activity.

For the purpose of these Rules, team officials shall include, but not be limited to:

- Umpires
- Coaches and Assistant Coaches
- Team Managers
- Bench Officials
- Primary Carers

#### D.2 REGISTRATION OF PLAYERS

##### D.2.1 General

- (a) A player may only be registered to play in a Netball Illawarra competition by registering with an affiliated club
- (b) Players must be registered on the on-line registration system prior to participating in any Club or Netball Illawarra activity
- (c) A player eligible to participate in the Mixed Cadet or Mixed Senior may be registered in one mixed team and one Girls or one Ladies Team
- (d) A club has the right to reject a registration and therefore de-register, without prior notification, any registration it considers unsuitable for the club

#### D.3 DE-REGISTRATION OF PLAYERS

##### D.3.1 General

- (a) A player may only be de-registered by the club with which they first registered.
- (b) A player is not considered as having been de-registered from a team until the Club has forwarded a written request or through the approved form for de-registration of the player to the Netball Illawarra Registrar.
- (c) A player who has been de-registered by a club prior to the preliminary grading of teams, may transfer to another club in any team, subject to the prior grading limitations, by re-registering with that club, provided they have been included in a team prior to the grading of the teams.
- (d) If a player has transferred but has not been included in a team prior to the grading of the teams, that player will be subject to the prior grading limitations.
- (e) A player seeking to transfer from one affiliated club to another club, may only do so prior to the start of the competition and if they have not taken part in any Netball Illawarra Grading or Gala Days.

### D.3.2 Player Registration Refunds

- (a) Where a player has requested to be de-registered no later than the third (3<sup>rd</sup>) competition game, and that player has not participated in any game or Illawarra Grading or Gala Day up to that time, the Netball Illawarra component of the registration fee will be refunded.
- (b) Refund of the Netball NSW and Netball Australia component of the fees will be in accordance with their requirements.
- (c) Where a request for a player to be de-registered is received after the player has played in any competition game, no refund will be given, but the player will be removed from the playing roster of the team in which they were registered.

## D.4 PLAYER GRADING

### D.4.1 General

- (a) All players registered with a club, prior to the initial grading of teams, shall be allocated into teams of the club, to allow the determination of the initial grading of the teams
- (b) For the purposes of allocating players into teams, the grading of a player is the highest grade/division in which a player has been registered in the previous three (3) years
- (c) Prior to the initial grading of teams, clubs shall nominate a grade/division into which they believe the team would be competitive. As clubs are not aware of the standard of other teams nominating for that grade/division, clubs must recognise that the initial grading for a team may be higher, or lower, than the grade/division that the team was nominated for.
- (d) When a team has been given an initial grading by the Board, that grade/division shall be the grading of all players registered in that team, irrespective of when the club placed the players into that team
- (e) If the grading of a team is changed after the initial grading, then the players registered within that team shall also be regraded to that grade/division
- (f) Where a player has made an application to be re-graded, as per Sub-Section D.5, if the application is successful, then, the player shall be graded to that new grade/division

## D.5 PLAYER RESPONSIBILITIES

It is the responsibility of all players to ensure that:

- (a) they do not attempt to play or train when wearing a plaster cast or hard splints/apparatus
- (b) If they play whilst wearing gloves, that their nails are short and smooth, as per the uniform policy
- (c) As per the World Netball Rules for Netball, they do not take the court with any form of body jewellery or wearing one or more rings
- (d) if it is not possible to remove a wedding band, the ring shall be suitably and adequately taped to ensure that it will not cause injury to any player, including the wearer
- (e) If medical devices such as daith piercings for migraine treatment or continuous glucose monitors are worn, then they must be adequately padded and protected so as to not present a danger to the wearer or any other player
- (f) 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. This jewellery shall be suitably and adequately taped to ensure that it will not cause injury to any player, including the wearer.
- (g) If a player is using any form of hearing aid, including Cochlear ear implants, any such device must be adequately protected from potential damage and the risk of injury to the player wearing the device and/or any other player.

- (h) they do not resume play after a serious illness/injury or an operation until they have provided a Doctor's Certificate of clearance to play to their Coach
- (i) if they have sustained a concussion, that they adhere to the Netball Illawarra concussion policy

## D.6 NETSETGO – NET SKILLS PARTICIPANTS

- (a) Participants to be involved in the NetSetGo Net - Skills Program must be registered through a Club prior to their participation
- (b) Participants in the NetSetGo Net - Skills Program cannot be borrowed by a team participating in the 6 years or 7 years program, or by a team competing in the NetSetGo Competition
- (c) Players from the 6 years and 7 years program and players from the NetSetGo Competition can participate in the NetSetGo Net - Skills Program
- (d) Participants in the NetSetGo Net - Skills Program do not require a playing uniform of the club with which they have been registered

## E. UMPIRES

### E.1 DEFINITIONS

Junior Umpire	must turn 12, 13 or 14 years of age, by 31 December in their first year as a Junior Umpire
Senior Umpire	an Umpire who is 15 years of age or older but does not have a National Umpires Badge
Duty Umpire	an Umpire who is 14 years of age, or older, provided by a senior team to fulfil their allocated Umpiring Duty
Badged Umpire	an Umpire that has a current National Umpires Badge

### E.2 PROVISION OF UMPIRES

#### E.2.1 General

- (a) All umpires, be they Junior Umpires, Senior Umpires or Duty Umpires, before they are allocated to umpire a game must undertake, and pass (minimum 70%), the Rules of Netball Theory Umpires Exam
- (b) All umpires are to report to Umpires Duty Room at least ten (10) minutes prior to the start time of the game at which they are required to officiate.

#### E.2.2 Umpires for the NetSetGo Competition

- (a) Where a Club has registered one, or more, teams in the NetSetGo Competition they must also provide a capable umpire for that team, each game
- (b) The 8 years competition will be umpired by the coach of each team or an equivalent Senior or Badged Umpire who is aware of the NetSetGo rules and is confident to provide playing direction to both teams
- (c) The 9 years games will have umpires provided by the parent clubs to which the teams belong, who are aware of the NetSetGo rules and is confident to provide playing direction to both teams
- (d) The minimum age for an umpire for a NetSetGo team is 15 years, irrespective of whether they are a badged umpire, or not
- (e) The failure of a Club to meet their umpiring obligations for their NetSetGo Teams may result in a fine for the Club and a Club representative being called to undertake the duty

### E.2.3 Umpires for the Junior Competition

- (a) Each club shall provide to the Umpiring Director, prior to the start of competition, a list of Junior Umpires to be utilised by the Club throughout the season. Each club is required to maintain the currency of this list throughout the season
- (b) The appropriate grade/division for Junior Umpires will be reviewed by the Umpiring Committee and the Club Convenor throughout the season
- (c) Clubs are to document and implement a screening process whereby new umpires demonstrate to their club that they have the basic skills and knowledge necessary to umpire a junior game of netball
- (d) Each club will be provided, by the Umpires Committee, with a list of Junior Games in each timeslot for which they will be required to provide Junior Umpires
- (e) Each club will be provided, by the Umpires Committee, with details of the Junior Games in each timeslot to which the club's JUMP Umpires have been allocated
- (f) Clubs may use JUMP Umpires not already allocated to a game, or Senior Umpires, to fulfill their umpiring requirements for Junior Games
- (g) New Junior Umpires are not to be allocated by their clubs to junior games, A or B grades, unless approved by the Umpires Committee
- (h) Where an umpire is unavailable for their game, it is the responsibility of their club to arrange for a substitute umpire and advise the Umpiring Director of such changes prior to the start of play each Saturday morning. If no substitute umpire is allocated on the day a fine shall be issued to the club.

### E.2.4 Umpires for the Intermediate Competition

- (a) Each club shall provide to the Umpiring Director, prior to the start of competition, a list of Umpires to be utilised by the Club for the Intermediate Competition throughout the season. Each club is required to maintain the currency of this list throughout the season
- (b) For each team registered by the Club for the Intermediate Competition, the club shall provide a capable umpire for that team, for all games played by each team. These umpires will be allocated to games each week by the Umpires Committee.
- (c) Any team failing to provide an umpire must forfeit their game and pay the umpire who is present at the game
- (d) All umpires for Intermediate A1 games must be nationally badged umpires
- (e) Intermediate A2 games may be utilised for National 'C' badge testing.

### E.2.5 Umpires for the Cadet Competitions

- (a) Each club shall provide to the Umpiring Director, prior to the start of competition, a list of Umpires to be utilised by the Club for the Intermediate Competition throughout the season. Each club is required to maintain the currency of this list throughout the season
- (b) For each team registered by the Club for the Intermediate Competition, the club shall provide a capable umpire for that team, for all games played by each team. These umpires will be allocated to games each week by the Umpires Committee.
- (c) Any team failing to provide an umpire must forfeit their game and pay the umpire who is present at the game
- (d) All umpires for Cadet A1 games must be nationally badged umpires
- (e) Cadet A2 games may be utilised for National badge testing.

## E.2.6 Umpires for the Senior Competitions

- (a) Senior games, unless otherwise specified in the Rules of Competition, may be umpired by Nationally Badged Umpires or Duty Umpires as provided by teams in the senior competition
- (b) The allocation of umpires to senior games is the responsibility of the Umpires Committee. The justification for the allocation of one or more umpires to one or more games may be required by the Executive.
- (c) Umpires holding a current National Badge allocated to a game under their own name, will be classified as Illawarra Umpires
- (d) As an Illawarra Umpire, badged umpires may be allocated to games under their own name, based on the National Badge they hold and as such may be allocated to games involving teams from the club with which they are registered
- (e) All Premier League games shall be, wherever possible, allocated Illawarra Umpires that hold at least a current National "B" Badge
- (f) All Senior A1 games shall be, wherever possible, allocated Illawarra Umpires that hold at least a current National "C" Badge
- (g) All badged umpires, aged 18 years or older, officiating at a game, are required to have a current "Working with Children" clearance with the club they are registered with

## E.2.7 Duties of Umpires

All badged umpires and duty team umpires officiating at a game are required to:

- (a) Comply with the clothing requirements specified in Netball Illawarra Uniform Policy
- (b) Wear footwear appropriate for umpiring
- (c) Ensure that for the game, each team has a scorer (if they so desire) located together, in the centre third, where necessary, a timekeeper also located in the centre third
- (d) Ensure that there are 2 umpires for the game, prior to commencing the game
- (e) Check the score sheet at the completion of the game and print name

## E.2.8 Payments To Umpires

- (a) Umpires are to be paid prior to the start of a game
- (b) The payment to be made by teams to umpires in each competition shall be determined by the Board each year
- (c) Where a duty team obtains the services of a non-team member to represent the team for umpiring duty, that person shall be paid no more than \$15 by the duty team for that person's services as a duty umpire, per game
- (d) Where a team member agrees to carry out duty team requirements for another team member, that player shall be paid no more than \$15 for that player's services as a duty umpire, per game

## F. STAND-BY PLAYERS

### F.1 USING STAND-BY PLAYERS

#### F.1.1 Definitions

Stand-by Player – A player from another team that may take the court to play for another team, from the same club, if that team is unable to field 7 players at any time during a game

Borrowed Player – Is a "stand-by player" who has been recorded as a player for another team from the same club

### F.1.2 General

- (a) A player from another team shall be considered as a “borrowed player” if that player is used to give a team 7 players on the court for the start of play
- (b) A player from another team shall be considered as a “stand-by” player if that player is available to take the court after the game has started but has not been recorded on the scoresheet. Once a “stand-by player” has had their name added to the scoresheet they will be identified as a “borrowed player”, irrespective of whether they have taken the court, or not.
- (c) A “stand-by” player for a team must comply with the age/grade/division limitations presented in Appendix A for the age/grade/division of the team for which they are “standing-by” or have been borrowed
- (d) The full name, age and/or grade/division of each “borrowed player” used by a team shall be legibly printed on the scoresheet
- (e) 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

### F.1.3 Requirements Specific for the NetSetGo Competition

- (a) NetSetGo teams may use stand-by players from any NetSetGo team in the competition, subject to age requirements for borrowing players. Borrowing table in Appendix A must be adhered to.
- (b) NetSetGo teams may make unlimited substitutions provided that such substitutions are registered members of the team
- (c) There is no limit on the number of times that a stand-by player may be used within the NetSetGo competition
- (d) Age restrictions do apply to the use of stand-by 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

### F.1.4 Requirements Specific for the Junior Competition

- (a) A team may only borrow a player from a team from the same club
- (b) Age and grade/division restrictions apply to borrowed players in the Junior Competition. Refer to Appendix A for restrictions.
- (c) A “stand-by player” registered as either a NetSetGo or Junior player, may be added to the scoresheet for a team in a 10 years or older grade up to three (3) times without any consequences
- (d) If a “stand-by player” is added to the scoresheet for a fourth time, the player will be removed from their original team and added to one of the teams for which they were recorded as a borrowed player. The Club will be required to nominate the team into which the player will be transferred before the next game.
- (e) A team must always have at least 4 of its registered players on the court. If a team has less than 4 of its registered players on the court, the game shall be stopped, and that team shall be deemed to have lost the game
- (f) A team may use a maximum of three (3) “borrowed players” for any game. Any team using more than three (3) “borrowed players” shall be fined and lose any competition points gained from that game
- (g) A player selected in the Illawarra 12 years Representative Team is not to be used as a “stand-by player” by a club team until after the Junior State Titles have been completed

- (h) Consideration of workload for Junior State Titles representative players may be facilitated by club coaches in the two weeks prior to the State Titles. These teams will be allowed to use “stand-by players” to facilitate this management during those two weeks
- (i) Stand-by players shall only take the court if the team is unable to field 7 players from the players listed for the team, or if there is an injury, unless they have already played a part in the game

#### F.1.5 Requirements Specific for the Intermediate Competition

- (a) A team may only borrow a player from a team from the same club
- (b) Age and grade/division restrictions apply to “borrowed players” in the Intermediate Competition. Refer to Appendix A for restrictions
- (c) A “stand-by player”, registered as either a Junior or an Intermediate player, may be listed as a borrowed player on a scoresheet up to three (3) times without any consequences
- (d) If a “stand-by player” is added to the scoresheet for a fourth time, the player will be removed from their original team and added to one of the teams for which they were recorded as a player. The Club will be required to nominate the team into which the player will be transferred before the next game
- (e) For the Intermediate A1 competition only, teams may use “Rolling Substitutions” for the interchange and substitution of players
- (f) For grades/divisions other than Intermediate A1, a borrowed players shall only take the court if the team is unable to field 7 players from their original team or if there is an injury, unless they have already played part of the game
- (g) A team must always have at least 4 of its listed players on the court. If a team has less than 4 of its listed players on the court, the game shall be stopped, and that team shall be deemed to have lost the game
- (h) A team may use a maximum of three (3) “borrowed players” for any game. Any team using more than three (3) “borrowed players” shall be fined and lose any competition points gained from that game
- (i) A player selected in an Illawarra Junior or Senior State Titles team is not to be used as a “stand-by player” by a club team until after the relevant State Titles have been completed
- (j) Consideration of workload for Junior and Senior State Titles representative players may be facilitated by club coaches in the two weeks prior to the relevant State Titles. These teams will be allowed to use “stand-by players” players to facilitate this management during those two weeks

#### F.1.6 Requirements Specific for the Cadet Competition

- (a) A team may only use a “borrowed player” from a team from the same club
- (b) Age and grade/division restrictions apply to “borrowed players” in the Cadet Competition. Refer to Appendix A for restrictions
- (c) Teams competing in the women’s Cadet competition or in the Mixed Cadet Competition may use “Rolling Substitutions” for the interchange and substitution of players
- (d) A “stand-by player”, registered as an Intermediate or Cadet player, may be listed on a scoresheet as a borrowed player up to three (3) times without any consequences
- (e) If a “stand-by player” is listed as a borrowed player on a scoresheet for a fourth time, the player will be removed from their original team and added to one of the teams for which they were recorded as a player. The Club will be required to nominate the team into which the player will be transferred before the next game

- (f) A team must always have at least 4 of its registered players on the court. If a team has less than 4 of its registered players on the court, the game shall be stopped, and that team shall be deemed to have lost the game
- (g) A team may use a maximum of three (3) “borrowed players” for any game. Any team using more than three (3) “borrowed players” shall be fined and lose any competition points gained from that game
- (h) A player selected in an Illawarra Junior or Senior State Titles team is not to be used as a “stand-by player” by a club team until after the relevant State Title have been completed
- (i) Consideration of workload for Junior and Senior State Titles representative players may be facilitated by club coaches in the two weeks prior to the relevant State Titles. These teams will be allowed to use “stand-by players” players to facilitate this management during those two weeks

### F.1.7 Requirements Specific for the Senior Competition

- (a) A team may only use a “borrowed player” from a team from the same club
- (b) Age and grade/division restrictions apply to “borrowed players” in the Senior Competition. Refer to Appendix A for restrictions
- (c) Teams competing in the women’s Senior competition or in the Senior Mixed Competition may use “Rolling Substitutions” for the interchange and substitution of players
- (d) A “stand-by player”, registered as an Intermediate, Cadet or Senior player, may be listed on a scoresheet as a borrowed player up to three (3) times without any consequences
- (e) If a “stand-by player” is registered as a borrowed player on a scoresheet for a fourth time, the player will be removed from their original team and added to one of the teams for which they were recorded as a player. The Club will be required to nominate the team into which the player will be transferred before the next game
- (f) A team must always have at least 4 of its registered players on the court. If a team has less than 4 of its registered players on the court, the game shall be stopped, and that team shall be deemed to have lost the game
- (g) A team may use a maximum of three (3) “borrowed players” for any game. Any team using more than three (3) “borrowed players” shall be fined and lose any competition points gained from that game
- (h) A player selected in an Illawarra Junior or Senior State Titles team is not to be used as a “stand-by player” by a club team until after the relevant State Titles have been completed
- (i) In the Premier League and the Senior competition, teams may use “Rolling Substitutions” for the interchange and substitution of players is permitted
- (j) Consideration of workload for Junior and Senior State Titles representative players may be facilitated by club coaches in the two weeks prior to the relevant State Titles.

These teams will be allowed to use “stand-by players” players to facilitate this management during those two weeks.

## F.2 PROCESSES FOR THE USE OF STAND-BY PLAYERS

### F.2.1 General

There are two different ways in which a “stand-by player” may be used by a team as a “borrowed player”, as detailed below.

### F.2.2 Players Used at Game Intervals and For Injury/Illness

- (a) All teams may have “stand-by players” available for a game. Once a “standby player” is recorded on the scoresheet for a game they become a “borrowed player” and are bound by the rules relating to “borrowed players”.
- (b) A “stand-by player” may be used as a “borrowed player” before the start of a game, at a game interval or as a replacement player for an injury, subject to the conditions given below.
- (c) Where a team has less than 7 players available to take the court at the start of a game, a “stand-by player” may take the court as a “borrowed player” to allow the team to start with 7 players.
- (d) A “stand-by player” may be permitted to be used as a borrowed player for an injury/illness if the team is unable to use a player from their original team registrations.
- (e) A team member may take the court as a replacement 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 are further injuries/illnesses occurring later in that game.
- (f) Substitutions for, and replacement of, players shall only be permitted in accordance with the following:
  - (i) When play is stopped for injury/illness of a player, or blood
  - (ii) At an interval

### F.2.3 Rolling Substitutions Used for On Court Player Interchanges

A team using Rolling Substitutions may have a maximum of 12 players available for use. Of these 12 players, no more than 3 players may be from another team.

Stand-by players that take the court as a replacement player or have been used as a rolling substitution, must comply with the age/grade/division limitations specified for the team in Appendix A.

The process to be applied when using Rolling Substitutions is as follows:

- (a) Unlimited interchanges may take place during play.
- (b) Play will not be held up or stopped.
- (c) The interchange must take place through the designated interchange zone, in front of the Centre Circle.
- (d) Multiple interchanges or substitutions may be made at any time and there is no limit to how many interchanges can be made.
- (e) The player entering the court must tag hands with the player leaving the court before entering the field of play.
- (f) Players must observe the offside rule when entering or exiting the court and not interfere with the umpire’s movement during the substitution.
- (g) If any of these infringements occur during a substitution a free pass will be given from where the ball is when the infringement takes place.
- (h) If a team does not have 2 sets of identical tags to promote the rapid interchange of players the use of one set of tags and one set of training bibs of the same colour, to be used.

### F.2.4 Borrowing Players for Visual Grading

- (a) The borrowing of players for the Grading of teams is permitted, however, registered players of the team must be on court where available, and there must be at least 5 players from the team on the court. To field a team of 7, teams may borrow from within their club and as per the limitations given in Appendix A

- (b) The processes to be used to advise the Duty Room of players borrowed for visual grading will be advised prior to the grading day by the Board
- (c) All players registered in the team and able to take the court must do so before any borrowed players are used
- (d) The use of Rolling Substitutions where they are permitted in competition are also permitted for Visual Grading.

### **F.3 INJURY TIME DURING GAMES**

#### **F.3.1 Injury Time for the NetSetGo Competition**

- (a) For NetSetGo games there is no limit to the amount of time taken to treat an injury

#### **F.3.2 Injury Time for All Other Competitions**

- (a) Where there is an injury on court a player can call for injury time for the removal and replacement of an injured player
- (b) Primary Care Personnel may call for injury time because of an injury or illness
- (c) For younger and/or inexperienced teams, the coach may also call injury time for the removal and replacement of an injured player
- (d) Umpires may call injury time without a request from a player where they recognise that the injury could be detrimental to the game or the player in question
- (e) Where a player has suffered an injury that allows them to be removed from the court, they should be removed and replaced within 30 seconds
- (f) Where there is concern regarding the nature of the injury and potential risk of further injury, only after the injury has been assessed, can moving the player from the court to receive treatment be considered
- (g) Where there is a need to assess the injury, or to minimise the risk of further injury to an injured player on the court, an extension to the injury time limits may be given by the umpires
- (h) If the nature of the injury is such that it is not advisable to move the player, the game may be moved to another court and continued from where the game has stopped
- (i) Details of the cause and nature of the injury must be recorded on the relevant form available from the duty room and submitted via email to the Secretary or handed in at the duty room at the earliest practicable time

### **G. SEMI-FINALS, FINALS AND GRAND FINALS**

#### **G.1 GENERAL REQUIREMENTS**

- (a) All Finals Series games shall be played at Fred Finch Park, Berkeley
- (b) A club must pay all outstanding accounts, fees, and fines prior to any of their teams participating in the Finals Series
- (c) There are no Semi-Finals, Finals or Grand Finals for the NetSetGo Competition
- (d) The semi- finalists for each grade/division in a competition shall be the four teams with the highest number of competition points
- (e) Should a team that is set down to play in a semi-final forfeit that game, it shall be considered as a loss. If it is in a minor semi-final, the team shall take no further part in the finals series. If it is in a major semi-final, the team shall play in the final the following week

- (f) Where an 8-team competition consists of two divisions (eg A/B or A1/A2) all 8 teams will compete in the Finals Series. The teams finishing 1<sup>st</sup> to 4<sup>th</sup> will contest the top division and the teams that finished 5<sup>th</sup> to 8<sup>th</sup> will compete in the lower division
- (g) When two or more teams have the same number of competition points, placings will be decided through the application of the following equation for each team involved:

<u>(Total goals scored)</u>	X	<u>(100)</u>
(Total goals against)		(Games Played)

The number of games played includes any games a team has forfeited but does not include any forfeits that a team has received.

Placings will be determined by the number calculated for each team. The highest number has the highest placing.

- (h) Umpires for the Finals Series will be allocated by the Umpires Committee
- (i) The timing of games in the Finals Series shall be the responsibility of the team Officials for that game (time your own)
- (j) Injury time is to be applied in accordance with Rules of Competition
- (k) Emergency time may be called where there is a need to stop the game to manage significant risk during the game. This may be called by one of the umpires or a representative from the Umpires Committee or the Board. Documentation outlining the cause for calling of emergency time and the follow up actions must be completed as soon as practicable following the game
- (l) The scoring of the games is the responsibility of the team officials
- (m) Each team shall provide a size 5 ball suitable for use in the game, except for those games played in the Illawarra Sports and Community Precinct, where the game balls will be supplied by the Association
- (n) Each team shall pay the umpires the amount specified for their relevant competition, prior to the start of the game
- (o) Where possible, Intermediate A1, Cadet A1, Senior A1 and Premier League Semi Finals, Finals and Grand Finals, are to be played indoors at the Illawarra Sports and Community Precinct, Fred Finch Park, Berkeley
- (p) For the Finals series, if the scheduled outdoor games for the Intermediate, Cadet and Senior competitions are abandoned for the day by the Board, games listed to be played in the Illawarra Sports and Community Precinct shall also be abandoned for that day, other than Premier League

## G.2 PLAYER ELIGIBILITY FOR THE FINAL SERIES

- (a) To be eligible to play in the Final Series, a player must have played at least three (3) games for their registered team during the round games. Games received as forfeits, games cancelled due to adverse weather conditions and any competition round where a team is required to do duty for both time slots are considered as played by all players registered prior to that date
- (b) Only players from teams that have not, or will not, compete in the Semi-Finals may be borrowed for the Finals Series without notification to the Board
- (c) Clubs are to advise the Board in writing, prior to the commencement of the game, their intention to borrow players who have participated in the Finals Series and have been eliminated, to play for another team from their Club, if required
- (d) A player being borrowed in the Final Series may only take the court if the borrowing team is unable to have seven (7) of its registered players on the court. (Infringement is classed as forfeit – fine)

- (e) A player being borrowed in the Final Series shall be subject to the same borrowing rules specified in Appendix A

### G.3 SEMI-FINALS

- (a) The playing order for the semi- finals shall be:
- |                         |  |
|-------------------------|--|
| <b>First Time slot</b>  | <b>Minor Semi-Final</b> = Third Place V's Fourth Place |
| <b>Second Time slot</b> | <b>Major Semi-Final</b> = First Place V's Second Place |
- (b) Both the Minor and the Major Semi-Finals will be scheduled to be played on the first Saturday of the Finals series
- (c) The loser of the Minor Semi-Final will be eliminated
- (d) When goals scored at full time in a Semi Final are the same for each team, extra time shall be played to determine the winner. Extra time shall be played in accordance with the following:
- (i) There shall be a 2-minute interval at full time
  - (ii) Two 5-minute halves shall be played with a 1-minute break at half time
  - (iii) Teams shall change ends at half-time
  - (iv) The Centre pass is taken by the team entitled to the next Centre Pass
  - (v) During intervals, substitutions and/or team changes may be made
  - (vi) Should the score still be even, a toss for choice of centre pass or goal end is taken then play continues until one team has a two (2) goal lead
  - (vii) If after 10 minutes of play there is no result, then repeat (d)(i) and (ii) until a result is determined

### G.4 FINALS

- (a) The Finals shall be contested by the loser of the Major Semi-Final and the winner of the Minor Semi-Final
- (b) The loser of the Final will be eliminated
- (c) When goals scored at full time in a Final are the same for each team, extra time shall be played to determine the winner. Extra time shall be played in accordance with the following:
- (i) There shall be a 2-minute interval at full time
  - (ii) Two 5-minute halves shall be played with a 1-minute break at half time
  - (iii) Teams shall change ends at half-time
  - (iv) The Centre pass is taken by the team entitled to the next Centre Pass
  - (v) During both these intervals, substitutions and/or team changes may be made
  - (vi) Should the score still be even, a toss for choice of centre pass or goal end is taken then play continues until one team has a two (2) goal lead
  - (vii) If after 10 minutes of play there is no result, then repeat (d)(i) and (ii) until a result is determined

### G.5 GRAND FINALS

- (a) The Grand Final shall be contested by the winner of the Major Semi-Final and the winner of the Final
- (b) When goals scored at full time in a Grand Final are the same for each team, extra time shall be played to determine the winner. Extra time shall be played in accordance with the following:

- (i) There shall be a 2-minute interval at full time
  - (ii) Two 5-minute halves shall be played with a 1-minute break at half time
  - (iii) Teams shall change ends at half-time
  - (iv) The Centre pass is taken by the team entitled to the next Centre Pass
  - (v) During both these intervals, substitutions and/or team changes may be made
  - (vi) Should the score still be tied at the end of Extra Time both teams shall be declared joint premiers
  - (vii) In the event of extreme weather, the intervals will be determined by the Team Officials
- (c) The formalities for the start of the Premier League Grand Final shall start no earlier than 30 minutes after the completion of the Senior A1 Grand Final

## APPENDIX A – page 1

### PERMISSABLE PLAYER BORROWING TABLE - NETSETGO AND JUNIOR TEAMS

GRADE	PLAYERS BORROW FROM																	
	5 yr old Note 1	6 yr old Note 1	7 yr old Note 1	8 yr old Note 1	9 yr old Note 1	10 yr old Note 1	11 yr old Note 1	10D	10C	10B	10A	11D	11C	11B	11A	12D	12C	12B
6 years	YES																	
7 years	YES	YES																
8 years		YES	YES	YES														
9 years		YES	YES	YES	<u>YES</u>													
10A				YES	YES			YES	YES	YES								
10B				YES	YES			YES	YES									
10C				YES	YES			YES										
10D				YES	YES													
11A					YES	YES		YES	YES	YES	YES	YES	YES	YES				
11B					YES	YES		YES	YES	YES	YES	YES	YES					
11C					YES	YES		YES	YES	YES	YES	YES						
11D					YES	YES		YES	YES	YES	YES							
12A						YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES
12B						YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	
12C						YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES		
12D						YES	YES	YES	YES	YES	YES	YES	YES	YES	YES			

Note: 1. Where the ability of a player to be borrowed is expressed as an age (eg. 11 yr old) it is referring to the age of the player on 31 December of that year.

## APPENDIX A – page 2

### PERMISSABLE PLAYER BORROWING TABLE - INTERMEDIATE AND CADET TEAMS

GRADE	PLAYERS BORROWED FROM														
	11 yr old Note 1	12 yr old Note 1	13 yr old Note 1	INT B4	INT B3	INT B2	INT B1	INT A4	INT A3	INT A2	INT A1	CAD B2	CAD B1	CAD A4	CAD A3
INT A1	YES	YES		YES	YES	YES	YES	YES	YES	YES					
INT A2	YES	YES		YES	YES	YES	YES	YES	YES						
INT A3	YES	YES		YES	YES	YES	YES	YES							
INT A4	YES	YES		YES	YES	YES	YES								
INT B1	YES	YES		YES	YES	YES									
INT B2	YES	YES		YES	YES										
INT B3	YES	YES		YES											
INT B4	YES	YES													
CAD A1			YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES
CAD A2			YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES
CAD A3			YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	
CAD A4			YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES		

Note: 1. Where the ability of a player to be borrowed is expressed as an age (eg. 11 yr old) it is referring to the age of the player on 31 December of that year.

## APPENDIX A – page 3

### PERMISSABLE PLAYER BORROWING TABLE - SENIOR TEAMS

GRADE	PLAYERS BORROWED FROM															
	14 yr old Note 1	15 yr old Note 1	CAD B2	CAD B1	CAD A4	CAD A3	CAD A2	CAD A1	SNR B4	SNR B3	SNR B2	SNR B1	SNR A4	SNR A3	SNR A2	SNR A1
Premier League	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES
SNR A1	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	
SNR A2	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES		
SNR A3	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES			
SNR A4	YES	YES	YES	YES	YES	YES	YES	YES	TBC	YES	YES	YES	YES			
SNR B1	YES	YES	YES	YES	YES	YES			YES	YES	YES					
SNR B2	YES	YES	YES	YES	YES	YES			YES	YES						
SNR B3	YES	YES	YES	YES	YES	YES			YES							
SNR B4	YES	YES	YES	YES	YES	YES										
SNR Mixed	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES

- Note: 1. Where the ability of a player to be borrowed is expressed as an age (e.g. 14 yr old) it is referring to the age of the player on 31 December of that year.
2. The acceptability of the use of a Cadet A1 player as a borrowed player by a Senior A4 team will be determined for each competition after the standard of the Senior A4 grade is determined at the grading day.