

# PLAYING POLICY

**Cessnock District Netball Association Inc.**

**ABN 96 544 349 178**

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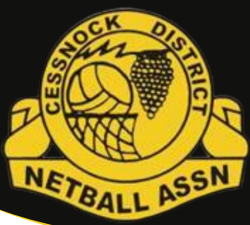


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Please note that whilst we have tried to cover everything that applies to Cessnock District Netball Association Inc. we refer to Netball NSW Policies for all backing details.



## COMPETITION PLAYER DEFINITION

Player are known as follows:

- 5 to 9 Years - NetSetGo. Reduced height rings will be used where appropriate.
- 10 to 13 years will play competition rules.
- 14 years to 17 years will play competition rules in an Intermediate Division.
- 18 years and over shall play competition rules in an Opens or Senior Division.
- No player shall play in a lower division than her age, but may play in an older division if desired
- These divisions may be altered at any time by the Executive Committee in conjunction with the Grading and Fixtures Secretary.

## NetSetGO!

Net Set Go is a program for Junior Netball to get all children involved in the game.

- Program incorporates skills sessions aimed at 5-10 year olds.
    - 'Net' Program covers 5-6 year old.
    - 'Set' Program covers 7-8 year old.
    - 'GO' Program covers 9-10 year old.
  - Players aged up to and including U8s are to play a maximum of half a game in any one position.
  - All players must experience every position during the course of the season.
  - CDNA will utilise alternate Centre pass rule.
  - One Coach per team can instruct the players from the sideline.
  - Umpires are allowed on court to help and position the players.
  - The Association will endeavour to have a coach to run the program during the Winter Playing Season.
  - Coaching Manuals are available online from Netball NSW website. <https://nsw.netball.com.au/nsw-coaching-resources>
  - Participants are also allowed to play in netball games during the Winter Playing Season.
  - NetSetGo Rules can be found on the Net Set Go website. <https://netball.com.au/netsetgo>
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## **WINTER COMPETITION**

- Netball games will be conducted in a round robin style for the duration of the Winter Playing Season.
- The Winter Playing Season shall consist of games on dates to be decided by the Committee.
- Games will be played for 5-9 year olds and Competition Games for 10 years -Senior.
- Matches will commence at the nominated times.
- Rounds lost to Bad/Wet weather, will be rescheduled on a day suitable during the season.
- Teams will be graded before each competition. See Grading.
- Any teams finishing on equal score (points) at the conclusion of the competition, shall have their position determined on a count back of goal averages using the 'For and Against' Percentage as shown on the Competition Ladder.
- No injury time will be allowed, except in Preliminary Finals, Semi-Finals, and Grand Finals.
- Members must play five (5) competition matches, or twenty (20) quarters with the same team to be eligible to play in any or all of the Preliminary Finals, Semi Finals or Grand Finals.
- A member is classed as having played, or present when their team wins a forfeit.
- Any team forfeiting three (3) times will be withdrawn from the competition, unless the Executive committee has granted special permission for such forfeits. Teams will be notified after their second forfeit.

## **SUMMER COMPETITION**

- Netball games will be conducted in a round robin style for the duration of the Summer Playing Season.
- The Summer Playing Season shall consist of games on dates to be decided by the Committee.
- Games will be played for Ladies Competition from 14 years of age and Mixed Competition from 16 years of age.
- For Mixed Teams, a Minimum of one (1) Male, and Maximum of three (3) Males allowed on court at any given time in the following positions. (GA or GS), (WA, WD or C), and (GK or GD).
- Matches will commence at the nominated times.
- Rounds lost to Bad/Wet weather, will be abandoned and rounds continued per the draw.
- Teams will be graded before each competition. See Grading.
- Any teams finishing on equal score (points) at the conclusion of the competition, shall have their position determined on a count back of goal averages using the 'For and Against' Percentage as shown on the Competition Ladder.
- No injury time will be allowed.
- Any team forfeiting three (3) times will be withdrawn from the competition, unless the Executive committee has granted special permission for such forfeits. Teams will be notified after their second forfeit.
- Wearing of approved playing gloves is permitted to cover long nails.
- The use of 'Fill-In Day Players' is allowed, with prior approval from committee or PA. Players MUST be registered with CDNA minimum of 1 hour prior to game commencement.

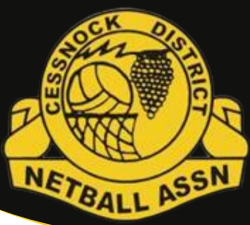


## REGISTRATIONS

- Registrations will be taken online via PlayHQ
- Teams are not allowed to register more than twelve (12) players at any one time.
- Ages of the players to be taken as at 31st December in the current year.
- New players may register at any time providing the full Registration Fees applicable are paid.
- Registration and Full Fees must reach the Registration Secretary before the said player takes the court for their first game.
- No player shall deregister from one team and play in another team in a lower grade.
- Deregistration and re-registration must be submitted to the Registration Secretary twenty-four (24) hours before the said player takes the court for their first game with said team.
- Players may not de-register and re-register with the same team during the current competition.
- Players may not de-register and re-register with the same team during the current competition.
- Players may not de-register and re-register into the same grade after the first four (4) rounds of competition have been completed.
- No two teams shall have the same name.
- Unfinancial members competing will be immediately suspended until all fees have been paid. Points for that game/s will be awarded to the opposing team.
- All representative players must be registered to play in the current competition and participate in other club activities.
- Proof of birth date to be sighted at registrations or at any time called by the Registrar or Executive Committee.

## GRADING

- All senior teams must attend grading as directed by the Grading Convener.
- Full teams are required to attend.
- Once grades have been declared, teams have forty-eight (48) hours to appeal to the grading committee and must report to play the following Saturday/Wednesday if required.
- After the commencement of the competition any new registrations must be approved by the Grading Convener/Committee.
- If five (5) or more representative players from any Association are in a team, the Grading Committee has the discretion to review the team and either leave them in their age/intermediate/grade division or place them in a division they deem appropriate for that team.
- At least seven (7) registered players must be present for grading or teams will be placed in a higher grade.



## UNIFORMS

- Registered team uniform and suitable sports footwear (spiked soles are not allowed) must be worn for all competition matches.
- Uniforms, as determined by Netball NSW, are to be approved by the Registrar and the Executive Committee.
- Uniform can be a Regular Netball Dress with regulation sports briefs.
- Uniform can be Shirt and Skirt/Skort or Shirt and Shorts.
- Team players must all be the same. ie all shorts or all Skirts/Skort, not a mixture thereof.
- In cooler weather, long sleeve shirt may be worn under the Uniform shirt providing it is the same colour.
- In cooler weather or for religious beliefs, trackpants or tights may be worn under the Dress, Skirt/Skort or Shorts. These must be the same colour as the Dress, Skirt/Skort or shorts or Black. Sleeveless shirts and Dresses are acceptable with a Tank Top Style and/or Y-Back. Spaghetti Straps are not acceptable.
- Length of Shirts must cover the midriff. Exposed midriffs are not acceptable
- If team chooses Shorts, they are not to expose the cheeks of the buttocks. They are to be similar to a school/basketball style of shorts, ie mid-thigh length or longer. Tights on their own, are not acceptable.
- Teams must have the same uniform by Round 3.
- If uniforms are delayed, a request for extension must be made in writing to the committee for approval.
- It is perfectly acceptable for players to wear head coverings for religious reasons. Such head coverings must be:
  - made of soft material, tight and non-flowing, edges must be held securely or tucked into the shirt, not cover positional bib, tied on or fastened by clips and non-sharp pins. be all black, all white or team colours.
- Head coverings should be included as an item in a teams playing uniform for a competition

## JEWELLERY & PIERCINGS

- Players must not wear anything that could endanger themselves or other players.
- All piercings on exposed areas have to be removed.
- No adornment (including Fitness Trackers etc) or jewellery may be worn other than a plain wedding band which may be covered in tape.
- A medical alert bracelet may be worn provided it is covered with tape.
- Fingernails must be short and smooth.
- Hair must be suitably tied back.
- 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.
- 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.



## UMPIRING

- Cessnock District Netball will utilise 2 methods of allocating umpires. These are Pool Based and Team Based.
- All teams are to supply a competent umpire when registering a team for both Winter and Summer competitions.
- Senior Umpire sixteen (16) years and over as at 31st December the year of the current competition. Junior umpire thirteen (13) years to fifteen (15) years as at 31st December the year of the current competition.
- Each team must supply one (1) umpire.
- Senior umpires can umpire all grades. Junior Umpire to umpire NetSetGo games and competition games up to eleven (11) years until screened by Umpires Convenor or Umpires Committee to umpire higher grades.
- All Umpires are to complete the 'Rules of Netball Theory Examination' and obtain a passing grade.
- Copy of the Certificate to be given to the Umpires Convenor.
- You cannot umpire your own team. If you have relatives in the team you are allocated to, you need to inform the Umpires Convenor ASAP to have it altered. This will eliminate bias and promote fair play. If it is necessary, then the opposing team must be notified prior to the game to voice any objection.
- Junior umpires may umpire higher than 11 years, providing they have a Senior Badged Umpire to co-umpire on the same side. The Association to cover the cost of half the umpiring fee to the Senior Umpire.
- Two learning umpires are not to be placed on the same game.

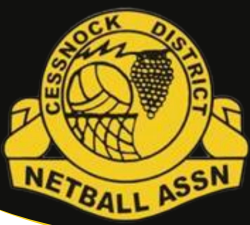
### Pool Based

- All umpires names are submitted to the Umpires Convenor upon Registration. They are then allocated to games.
- All teams are to pay the weekly Umpiring Fees to the PA.
- The umpires used will receive their Umpiring Payments from the PA.
- In the case of a forfeit, unless 24 hours notice is received, Umpiring Fees will still be paid and passed onto the Umpires allocated to the forfeit game.

### Team Based

- All umpires names are submitted to the Umpires Convenor upon Registration.
- They are then allocated to games. Teams are responsible for compensating their own umpire that they submitted.
- If your team fails to supply the umpire for the game allocated, they will be fined.
- The positioning on games will be left to the discretion of the Umpires Convenor, with badged umpires used where possible.
- Under sixteen (16) year olds are permitted to umpire in the summer competition if approved or screened by the Umpires Convenor or his/her committee.
- Umpire allocation will be posted on Facebook, 48 hours prior to Game start time
- We are committed to training new umpires for the future of Netball.
- All Umpires are required to wear the Hi-Vis Vests provided. This is to enable them to be seen from the PA.





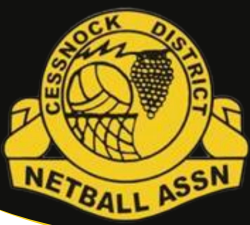
## COMPETITION POINTS

- Three (3) points will be awarded for a win, two (2) for a draw, and one (1) for a loss.
- Zero (0) points will be awarded for a BYE.
- No team will be penalised for having an extra BYE than other teams. The Playing Season will be equal for all teams. Eg: 8 teams in a Division. Each team plays each other team twice. Therefore using 14 rounds in total. If playing season is 15 rounds, Points tally will finish Round 14 and Round 15 will be played for 'FUN'. Any variation to playing rounds will be made by the Executive Committee and the Fixtures Secretary.
- Zero (0) points will be awarded to a team that forfeits, and three (3) will be awarded to the team winning the forfeit, providing that there are five (5) members present, or the team has been notified by the Fixtures Secretary.
- If after two (2) quarters have been played, and by mutual agreement, the two (2) teams decide to finish the game, the winning team will be given three (3) points and the losing team will be given one (1) point.
- An exceptional circumstance will be, if a team cannot field five (5) players due to injury. For Example: Team A is winning, but at half time Team A has to forfeit due to injury and cannot field 5 players, Team A will be awarded one (1) point for playing and Team B will be awarded three (3) points.
- If a game is abandoned for bad weather, power outage (Summer Comp) etc, Teams will be awarded one (1) Competition Point each if prior to half time, or if at half time or later, the score sheet results will stand.
- For teams playing for Competition Points, if you substitute a player from another team, you automatically forfeit the points that you would have received if you had played short. Eg: Team X has 6 players and recruits another player for the game from another team. Team X will receive zero (0) points and Team Y will receive three (3) points. Had Team X played short with six (6) players they would have received their normal one (1) point for a loss or three (3) points if they were to win.

## FORFEITS

- Any team forfeiting three (3) matches will be withdrawn from the competition, unless the Executive has granted special permission for such forfeits due to extenuating circumstances.
- If unable to compete, teams are to notify the Fixtures Secretary as soon as possible.
- All teams involved in forfeits must fulfill their umpiring duties, or the appropriate fine will be imposed.
- If at least 24 hours notice is not given, then teams are still required to pay their Umpiring Fee that will be passed onto the Umpires that were scheduled for the forfeited game.
- After the forfeit time of five (5) minutes, if neither team can field the required five (5) players, the game shall be abandoned and no points shall be awarded to either team.
- If your team forfeits and the Round is deemed a washout and will be rescheduled, your forfeit becomes void, and your team is then able to participate in the rescheduled game.
- When a team forfeits, the forfeiting team players receive (0) zero quarters. The players of the team winning the forfeit all receive (4) quarters.





## **SCORING & SCORE SHEETS**

- One (1) score sheet to be issued for each game.
- Full names of players and quarters played must be recorded on the score sheet.
- Winning team is responsible for returning score sheet to PA.
- Score sheet to be signed by Captains, Umpires and Scorers and all details recorded.
- Teams receiving a forfeit must fill in score sheet and return to PA.
- When junior teams are competing, an adult must be responsible for the completion of all details on the score sheet. Scorers should be thirteen (13) years or older.
- NetSetGo matches maybe scored on the score sheet, but no official ladder is kept.
- Official Ladders are kept for matches that are Competition Games only.
- Scoring should be completed by a representative of each team and they both should sit together to avoid discrepancies.

## **MEDICAL CONDITIONS**

- If a player has a medical condition, then the player is required to supply the Association with a Medical Certificate from a Registered Medical Practitioner, stating the existing medical condition will not constitute a health risk to either the player or any other person either now or in the future.
- If you have been in plaster, moon boot, crutches or known to have any injury deemed to affect safe play, whether that injury was received at netball or not, you must supply a medical certificate clearance before taking the court. If there is no clearance, you cannot take the court.
- You may not play with a plaster cast or moon boot. This is for the safety of all players and yourself.

## **PREGNANCY**

- Players and Umpires may still participate in the game of Netball.
- Please refer to Netball NSW Policy

## **WET WEATHER**

- Two or more of the Executive committee will make decisions regarding wet weather.
- Notification of cancelled games will be made on the Cessnock Netball Facebook page.
- Unless games are cancelled, all players and umpires must attend games as usual.
- Decisions regarding play on individual courts will be made by those particular umpires, in consultation with the Executive Committee.
- The Executive Committee are responsible for arranging the play of washed out games. This decision is final.
- If your team forfeits and the Round is deemed a washout and will be rescheduled, your forfeit becomes void, and your team is then able to participate in the rescheduled game.

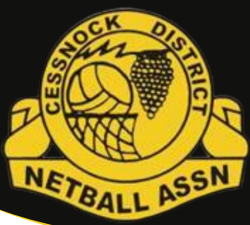


## **CANTEEN**

- Canteen Roster will be available on the website and displayed in the Clubhouse prior to round three (3) of the playing season.
- Weekly display of roster will be included in the events for each round. This incorporates the Draw and the Umpires Schedule.
- The Canteen Roster will be completed as equally and fairly as possible.
- Whilst every effort is made to schedule your duty when not playing, there may be the exception and if that is the case, you would be playing on Court 8 so you can still watch your game.
- All teams are to supply two (2) volunteers for their rostered Canteen Duty. Minimum age of 14 years.
- Teams may supply more and swap at intervals during their allotted time.
- Teams may swap with another team if they can't make their allotted time. If this is the case, the Team needs to inform the Canteen Manager of any such changes.
- Failure to attend your Canteen Duty will result in a fine of \$50 being payable before your next game.
- Your Team Contact will be informed of the breach and the fine payable.
- Teams will be suspended from competing until their fine is paid.
- The two (2) volunteers for your team need to 'Sign On' in the Canteen.

## **REPRESENTATIVE PLAYERS**

- All Representative Players must complete the 'Rules of Netball Theory Examination'.
  - Representative Players must play in the current Winter Competition,
  - 12+ year of age may help parents on BBQ and must sell the 100's Club when rostered on.
  - Must abide by all rules set down by the Association and Netball NSW.
  - Where possible a Training Squad for girls turning eleven (11) years will operate for half, if not all, of the netball season of each year. The person/s conducting this squad shall automatically be considered for the position of twelve (12) years Representative Coach in the following year.
  - Representative team selection is to be held on a date selected by the Executive Committee and Rep Coordinator.
  - For more details for regarding Representative Players and Officials, please refer to the Cessnock District Netball Association's Representative Agreement.
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## ACTIVE LIFE MEMBERS

- Criteria for an active life member shall be one or more of the following:
  - Participating coaches or umpires
  - Committee member
  - One who regularly attends meetings.
  - One who assists in the general activities of the Association.
- The Association will cover the Registration Fee for an Active Life Member.

## INJURY TIME

- Recovery time of five (5) minutes per game for an injury will be allowed only when that team is reduced to four (4) players and would have to forfeit.
- Injury time will only be taken for Finals Series games.
- The scorer or nominated person shall keep time as instructed by the Umpire.
- The total injury time will be added to the end of the fourth (4th) Quarter.
- Injury time needs to be notified to the PA at the end of the third (3rd) quarter and then as it happens during the fourth (4th) quarter.

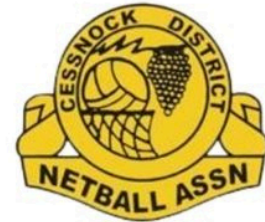
## TROPHIES

- All players in teams registered to play in the NetSetGo matches will each receive a participation trophy.
  - For Competition Matches, there will be a Minor Premiers trophy to all players in the team that obtains the most points for the season in their division.
  - Individual trophies will be awarded to Major Premiers and Runners-Up in each division.
  - The Executive committee, other than Umpiring and Coaching awards, will decide individual awards.
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## SEMI, PRELIMINARY AND GRAND FINALS

There will be Elimination, Qualifying, Preliminary & Grand Finals as per the diagram.

# FINALS SERIES



### ELIMINATION FINAL

(Minor Semi)



### PRELIMINARY



*Grand Final*



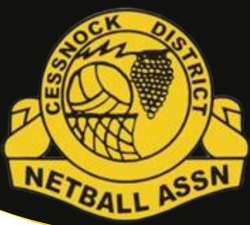
### QUALIFYING FINAL

(Major Semi)



LOSER  
WINNER

- Members must play five (5) competition matches, or twenty (20) quarters with the same team to be eligible to play in any or all of the Semi Finals, Preliminary Finals, or Grand Finals.
- The Major Semi Final will be played between the first and second teams. The winner will go straight to the Grand Final. The loser will go to the Preliminary Final to play the winner of the Minor Semi Final, which will be played between the third and fourth teams.
- The winner of the Preliminary Final will go into the Grand Final to play for the 1st place (Major Premier) and 2nd place (Runners-up) in the season's competition.
- For all Finals, if the score is tied at full time, there will be a three (3) minute break. Then an additional five (5) minutes each way shall be played with one (1) minute half time break.
- For the Semi, Preliminary Finals and Grand Finals, if the score is still tied at the end of Extra Time, then play shall continue until one team leads by two (2) goals.
- Times will be advised on PlayHQ and Facebook at least 48 hours prior to the commencement of the games.
- Badged umpires are to be used for all Finals games. Senior Non badged but competent umpires may be used only if the Executive Committee and Management Committee agree they are at the standard required.



## **BREAKING OF RULES**

- Breaking of any Cessnock District Netball Association Inc. or Netball NSW Rules or Policies by players, parents or spectators, will be dealt with by the Association's Executive Committee in accordance with the Netball NSW Member Protection Policy.
- If required a disciplinary panel will be formed and must consist of 1 independent person who is not associated in anyway with CDNA, Netball or the person/s involved.

## **COMPLAINTS**

- All complaints must be in submitted in writing via email.
- You must put your name on the complaint and a contact phone number.
- All complaints are taken seriously and will be heard by the Member Protection Information Officer (MPIO). This Officer will be appointed by the Executive Committee.
- All complaints will be dealt with in line with the Netball NSW Member Protection Policy and all Parts of it.
- Posting of inappropriate comments or remarks on our Facebook page will not be tolerated.
- Abuse towards our Committee and Volunteers will not be tolerated. We are all here for the benefit and future of Netball in Cessnock.
- Compliments and Suggestions are also greatly accepted.
- If you have any questions, please talk to the Committee. We are all happy to help.

## **DISCLAIMER**

Modification to this Playing Policy can be made with the imposition, loss of competition points or exclusion from the competition. These decisions will be made by and at the discretion of the Executive Committee. This Playing Policy can be amended at any time during a Committee Meeting and all changes will be advertised to the Members of Cessnock Netball, and Netball NSW.