

Caloundra District Netball Association

# NIGHT POLICY: COMPETITION RULES AND GUIDELINES

2023

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## 1. Night Competition Guidelines:

- (a) Caloundra District Netball Association (CDNA) offers weekly social, graded and mixed netball on either Tuesday or Wednesday nights.
  - Season 1 shall commence in late January, early February.
  - Season 2 shall commence after the June/July school holidays, in late July.
- (b) Tuesday and Wednesday Night Competitions will consist of a minimum of 14 Competition Rounds and three (3) evenings of finals.
- (c) Eligible players must be 14 years of age (in year of competition) or older.
- (d) All registrations shall be completed via Netball Connect; Team Registration, followed by player registration.
  - Late registrations must be added to the Team playing list and be financial before playing.
- (e) Deregistration & Refunds
  - Refunds of players registration fees will be dependent on if the player has taken the court. If a player has not taken the court in grading or fixtures, then a full refund may be approved.
  - If a player has taken the court, then no refund will be provided.
  - It is the players responsibility to complete their de-registration in Netball Connect. The Association will then approve the deregistration on Netball Connect.
- (f) Season fees and Weekly Team Fees shall be determined by the Executive and will consider fee structures implemented by Netball Queensland.
- (g) Unregistered players are not permitted to take the court under any circumstances. It is the responsibility of each Team Captain to ensure that all players are fully financial and registered.

## 2. Team and Player Procedures

### 2.01 Team Registrations

- (a) The team manager must complete the team registration via Netball Connect, including the adding of team players.
  - Team players will be issued registration link via email.
  - Additional players can be added via Netball Connect profile.
- (b) No team shall be registered with less than six (6) players and no more than twelve (12) players.
- (c) No team shall have more than five (5) representative players. A representative player is defined as a senior registered player who is selected in a State or QPL/TPL team.
- (d) The Team Captain will be responsible for nominating their team into the section that they deem applicable having regard to the experience and ability of the team.
- (e) All team submissions must have the contact phone number of the Team Captain so they can be contacted during the grading process for further information if needed.
- (f) After grading is completed, the only team entries to be accepted shall be those which take up BYES in the corresponding night/grade.

### 2.02 Player Registration

- (a) Once added to a team, follow the registration link on the Team Registration email received.
- (b) Season player registration fees are to be paid upfront at time of registration.
- (c) Individual players looking to join a team should register their interest with the Night Convenors; [nightconvenor@caloundranetball.org.au](mailto:nightconvenor@caloundranetball.org.au) or [nightassistant@caloundranetball.org.au](mailto:nightassistant@caloundranetball.org.au)

### 2.03 Weekly Court Fees

- (a) The Team Captain is responsible for the payment of weekly team fees.

- (b) Payment is to be made at the desk prior to the round starting – payment is via EFT only.
- (c) Teams can request to pay weekly fees upfront via direct deposit. Contact [nightconvenor@caloundranetball.org.au](mailto:nightconvenor@caloundranetball.org.au) to set this payment option up.

**2.04 Team Names**

- (a) Team names should be appropriate and non-offensive.

**2.05 Team Uniforms**

- (a) Team uniforms shall be registered on the paper team affiliation form.
- (b) Teams must supply their own patches or coloured bibs.
- (c) Team uniforms must be consistent for all team members.
  - Team Dress, with appropriate length bummers/bike-shorts
  - Same Coloured Shirt / Singlet (no bra straps are to be visible)
  - Bottoms: appropriate length or long exercise pants, loose fit shorts, or skirt (no pockets allowed).
- (d) All players shall wear identification bibs for all matches. No player can take the court without the identification bib.
- (e) Prior to games commencing, playing teams are to ensure that if uniforms are of similar colouring that playing bibs are distinct from each other. Alternate coloured bibs available from the Night Convenor.
- (f) Appropriate sports shoes and socks must be worn at all times.

### **3. Grading Procedures**

**3.01 Playing Sections**

- (a) Tuesday Night Social
  - Social 1
  - Social 2
- (b) Wednesday Night Ladies & Mixed
  - Mixed
  - A1
  - A2
  - B

**3.02 Size of Sections**

- (a) The size of each section is dependent on the number of teams nominated and graded into each.
- (b) Sections will comprise a minimum of 6. Even numbers are preferred to eliminate the need for a BYE.
- (c) CDNA may need to create more, less or combine sections based on necessity or demand.

**3.03 Team Submission**

- (a) All players are required to self-register through Netball Connect.
- (b) A player can only be registered with one (1) team per division.
- (c) All teams must be submitted to the Night Convenor on the appropriate nomination form by the required date.
- (d) Any late player registrations must be added to the manual team nomination form.

**3.04 Grading Process**

- (a) Our aim is to provide a fun and competitive competition supporting participation and enjoyment.
- (b) All grading requests will be considered by the Night Convenors
- (c) Each nominating team will be reviewed on paper and will be added to their nominated section.
- (d) Grading Consideration
  - Teams that have won the Grand Final in the previous season may be graded higher.

- Teams that have finished the previous season on the bottom of the ladder may be graded lower.
  - Previous ladder positions will be viewed and taken into consideration.
  - Grading game – scores, opponents played and comparisons with opposing teams
  - Newly formed teams are encouraged to provide as much information about previous performance as possible when registering in order to assist the Night Convenor with the grading process.
- (e) Other Considerations
- Size of sections is also taken into consideration.
  - Where possible CDNA will assemble sections to avoid playing over split time slots
  - If further information or clarification is needed about any teams or individuals, CDNA Night Convenor and/or Executive Committee may contact teams to discuss.
- 3.05 Grading Games**
- (a) The first two (2) rounds of the season will be used for grading. A third night may be added at the discretion of the Night Convenor. Matches may be drawn against teams within the nominated section or other sections to determine the appropriate section for all competing teams.
- (b) All teams are expected to perform to the best of their ability.
- (c) Grading Rounds will be kept offline so the Night Convenor can view results and make adjustments as required. No points or goals will be counted or taken from grading.
- (d) All teams will be notified of the final Grading List
- (e) After the grading rounds, if a team is considered not to be suited to the nominated division by the Night Convenor the team may be moved up or down a division.
- 3.06 Appeals**
- (a) Teams may appeal a grading decision within 48 hours of them being released.
- (b) All appeals must be submitted in writing to the Night Convenor
- (c) All appeals will be considered by the Night Convenor
- (d) All decisions made by the Night Convenor are final.

## **4. Conduct of Matches**

### **4.01 Competition Rules**

- (a) The rules shall be those of the NA Official Rule book and the CDNA domestic rules.

### **4.02 Duration of Play**

- (a) Fixture matches shall consist of 4 x 12 minutes with intervals of 1,2,1 minutes duration.
- (b) At the start of the round a maximum of five (5) minutes shall be allowed for at least five (5) players of a team to arrive or at the discretion of the Night Convenor if communication is received prior to start time. The umpires will instruct time to be kept by a timekeeper. If at the end of this time, there are fewer than five (5) players present, the game shall be considered a forfeit and awarded to the no-offending team.
- (c) Times and court allocations will be determined by division, number of teams and court availability.
- (d) The CDNA Executive reserves the right to schedule rounds based on the needs of the Association and the impact of their resources.

### **4.03 Playing**

- (a) A team may not commence a game with fewer than five (5) players of whom are registered to the team. Fill-in players from lower division teams (or across if lowest division) may be used to make up a team.
- (b) In the event of a team commencing a game without seven (7) players, any late player shall be allowed to take the vacant position on the court after they have signed the scorecard and after the play in progress has resulted in a goal, and on recognition by the umpires.

- (c) If court and umpires are available and the opposing team has five (5) original players than play must commence on time. A forfeit may be claimed if this team refuses to play.
- (d) Players may change their positions at intervals or in injury time.
- (e) If a substitute player from a lower team is playing up, they must continue until the next interval, they cannot be replaced on the arrival of a late player.
- (f) Teams may use a substitute player during standard fixtures. The substitute player must be registered, from a lower division (or across if referring to the lowest division) and of a similar ability.
  - All original members must be used first with substitute from the bench or can be used to commence the game if short of players.

#### 4.04 Scoring

- (a) Scoring is part of the official's bench's duties (*refer to Appendix 7.1 – How to Score*)
- (b) All teams must supply a responsible scorer of an appropriate age.
- (c) Scores must sit/stand together, near the centre of the court, for the duration of the game and jointly carry out the responsibility of scoring.
- (d) Manual scorecards are to be collected by the home team (first listed team) prior to the start of the round from front desk.
- (e) All players must sign the scoresheet correctly, including any late arrivals. *Penalty for Non-Compliance – Loss of 1 Point*
- (f) When a player from a lower division (or across if referring to lowest division) fills-in for a team in a higher division, they must be added to the scorecard, including normal team name and division. *Penalty for Non-Compliance – Loss of 1 Point*
- (g) Where less than five signatures are recorded on the scoresheet, the team shall be deemed as having forfeited the match and no competition points shall be awarded to the infringing team.
- (h) Only scores recorded on the official scoresheet shall be accepted by the Night Convenor.
- (i) The scoresheet shall be signed by Umpires, Scorers and Team Captains at the conclusion of the game.

#### 4.05 Injury

- (a) During fixture games stoppages for injury will be 30 seconds per injury. During this time the injured player is able to leave the court and substitutions may be made by either team to accommodate for the injured or ill player involved.
- (b) In the event of matches being stopped because of injury and no other court is available, the following will apply:
  - If the stoppage occurs before the end of the second quarter, the result will be declared a draw.
  - If the stoppage occurs after the end of the second quarter or half time, the team scoring the most goals at the time of the interruption shall be declared the winner.
  - During the finals series all injury time shall be added to the last period.

#### 4.06 Points

- (a) Competition points are awarded as follows:
  - 3 Points = Win
  - 2 Point = Draw
  - 1 Point = Loss
  - 3 Points = Bye
  - 3 Points = Win on forfeit
  - 0 Points = loss on forfeit
- (b) In the event of teams ending the season on equal competition points, finals positions will be determined by the highest for and against percentage.

#### 4.07 Forfeits

- (a) If a team intends to forfeit their match, it is the responsibility of the Team Captain to notify the Night Convenor.
- (b) Any team forfeiting with less than 24 hours' notice, the team will be charged a forfeit fee of \$80.00. The forfeit fee is payable the following week together with that week's court fees and must be paid prior to taking the court.
- (c) A game shall be forfeited unless both teams take the court at the scheduled starting time (Note 5-minute rule, 4.02(b))
- (d) In the case of a team who advised their intention to forfeit a game for a specific round and the game is subsequently postponed/abandoned due to wet weather, then the notice of forfeit will no longer be valid. Such teams will be eligible to play in the re-scheduled match.
- (e) In the event of a team forfeiting two (2) matches they may be required to show cause to the Executive for such forfeiture and should they forfeit a third time, they may be suspended from the competition.

#### **4.08 Finals**

- (a) After fixtures, semi-finals, preliminary finals, and grand finals shall be played as follows:
  - Semi Final 1 = 1 v 2 (Winner progresses directly to Grand Final)
  - Semi Final 2 = 3 v 4 (loser is eliminated, winner progress to Preliminary Final)
  - Preliminary Final = loser of SF1 v Winner of SF2 (Winner progresses directly to Grand Final, loser is eliminated)
  - Grand Final = Winner of SF1 v Winner of Preliminary Final (Winner is season champion)
- (b) Timing in finals shall be 12 minutes, 2 minutes, 12 minutes, 3 minutes, 12 minutes, 2 minutes, 12 minutes.
- (c) Each round will be start from the Control Siren. The timekeeper will then control the game times.
- (d) Teams are required to sign the score sheet and submit to the desk for review prior to the commencement of the game. Player signatures will be reviewed against Team Capitation Forms.
- (e) All players in semi-finals, preliminary finals and grand finals must have played a minimum of four (4) fixture matches with the team.
- (f) Finals draw will be advised to all teams as soon as possible after the final round.
- (g) Regardless of usual fixture times throughout the season, teams can be scheduled to play at any time during the final's series.
- (h) Each round will be start from the Control Siren. The timekeeper will then control the game times.
- (i) Teams are required to sign the score sheet and submit to the desk for review prior to the commencement of the game. Including any substitute players.
- (j) Teams may use a substitute player during the final's series. The substitute player must be registered, from a lower division (or across if referring to the lowest division) and of a similar ability.
  - All original members must be used first with substitute from the bench or can be used to commence the game if short of players.
- (k) The substitute player must be approved by the Night Convenor and the opposing team notified.
- (l) Regardless of usual fixture times throughout the season, teams can be scheduled to play at any time during the final's series.
- (m) In the event of a draw in any final round, the following process will occur:
  - After a 3 minute interval, the teams shall change ends and play two (2) x 5 minute halves, changing ends at half time.
  - Substitutions may be made before the start of extra time only.

- In the event of a tie remaining at the end of extra time, player will continue without break until one (1) team gains a two-goal advantage at which time the scorer will indicate the majority to the umpires who will then declare the match.
- (n) Should any team play an ineligible player during the final's series, that team will lose the game on a forfeit and will be eliminated from the final's competition. Should such an event occur, the next placed team in the competition may be elevated to the final's series if appropriate.

#### **4.09 Wet Weather**

- (a) The Night Convenor will decide where possible one (1) hour prior to the first match of the day, whether the courts are playable or not. In the case of sudden weather changes just prior the commencement of the play, the Night Convenor will make a decision as soon as practical if the conditions are deemed unsafe to the players, spectators and officials as to whether the game will continue or be cancelled.
- (b) In the event that the match commences and is cancelled at or after the half time break, then the current score when the game is cancelled will stand and points will be allocated accordingly.
- (c) In the event that a game has started and is called off before the half time break then the round will be considered washed out and play abandoned (no points).
- (d) If play is abandoned the Night Convenor reserves the right to allocate the round to a 'make up day' or play a 'double header', alternatively the round will be considered abandoned.
- (e) If some teams within a division play fewer fixtures than other teams due to washed out rounds unable to be rescheduled, then the missed games will be awarded bye points. Should an entire division's games be washed out, all games will be marked as washed out and no points awarded.
- (f) The Night Convenor will notify Team Managers via text message in the event of fixture cancellations.

## **5. CDNA Domestic Rules**

### **5.01 Conduct of Players / Team / Spectators**

- CDNA does not tolerate rough play, abusive or derogatory language, back chat, any negative behaviour or challenge of the umpire's authority. The Team Captains are responsible for their team's behaviour and must ensure that all matches are contested in the spirit of the game.
- Players participating as individuals on an assigned team will treat their new team members fairly and with respect while partaking in the Night Competition.

### **5.02 General Domestic Rules**

- (a) The wearing of netball gloves is permitted, no other style glove is allowed to be worn.
- (b) No Jewellery is allowed; wedding rings (flat band) are exempt but must be taped.
- (c) Surgical implanted jewellery is permitted. The player must complete the Jewellery Waiver form and provide medical certification. The jewellery in question must be taped. *Jewellery waiver is to be completed for each new season.*
- (d) Glasses: CDNA highly recommends the wearing of contact lens or prescription sports glasses to prevent injury if a player is struck in the face with a ball.
- (e) Teams may use non uniform bibs if they are playing another Team with similar colour uniforms.
- (f) The chewing of gum whilst playing will not be permitted.
- (g) The Night Convenor shall provide a Size 5 Balls to each court prior to the commencement of play.



## 6. Zero Tolerance to Verbal Abuse & Bad Behaviour

- a) There is to be NO negative interaction with umpires, officials, players, and supporters at any time.
- b) Caloundra District Netball Association is a Child Safe Association.
- c) Tuesday/Wednesday Social Night Netball is a family friendly run competition.
- d) Any abusive, disruptive, or threatening behaviour and language will not be tolerated.
- e) Breaches of this rule and the CDNA/NQ/NA Codes of Conduct will result in penalties, including suspension or expulsion.
- f) Zero Tolerance Policy available via our website [www.caloundranetball.org.au](http://www.caloundranetball.org.au)

## 7. Umpires

- (a) CDNA will appoint competent and qualified umpires to all allocated matches.
- (b) Umpires are required to sign-in on the Umpires Sheet located on the front desk, no later than 15 minutes prior to the start of their game and present themselves at the court no later than 10 minutes before the start time to check court and players before play. Except for finals, where they are to sign in no later than 30 minutes prior to the start of the game.
- (c) Umpires are expected to stand together and be available during intervals for captains to speak to if required. The middle of the court is preferred.
- (d) No person may question an umpire's decision. Team Captains may query rule interpretations during intervals.
- (e) It is the responsibility of the umpires to check players for jewellery (exception is given to medical alert bracelet, these are to be taped) and fingernail check prior to the start of the game.
- (f) Umpires have the right to refuse to allow players to participate in the game if the rules are not adhered to.
- (g) After the commencement of a game umpires are not permitted to interchange, except in the case of injury or illness.
- (h) The approved dress code for all umpires is as follows:
  - Female umpires will wear approved shirt/polo shirt with or without collar and black or white skirt/loose fit shorts/pants.
  - Male umpires will wear approved shirt/polo shirt with or without collar and black or white loose fit shorts/pants.
  - White jackets, white socks and appropriate footwear
- (i) Umpires shall have authority to warn or disqualify any player whose behaviour is unacceptable i.e. guilty of disputing umpires decision, rough conduct, and/or when normal penalties covered by the rules of the game may be inadequate. Such warnings and/or other actions must be recorded in the Umpires Incident Book located at the front desk.
- (j) Umpires shall have the authority to caution sideline spectators/officials should their behaviour breach codes of conduct. Actions must be recorded in the Umpires Incident Book located at the front desk.
- (k) CDNA Umpiring Convenor, CDNA President and one (1) other Executive member shall investigate any disqualifications; against player, official or spectator, and decide whether any further actions are to be taken.
- (l) An umpire is permitted to stop a match and award the game to opposing team if there are any continued abusive remarks or unduly loud criticisms of their umpiring from a team or their spectators.