



LISMORE & DISTRICT NETBALL ASSOCIATION

COMPETITION POLICY

DEFINITIONS

Association Executive means the Executive of Lismore and District Netball Association

Association means Lismore and District Netball Association

Club means an affiliated Club of Lismore and District Netball Association

Unregistered player means a player who is not listed on the original team entry form or a late registration form.

Ineligible player means registered player who, by their grading, is not eligible to play in that game.

LDNA means Lismore and District Netball Association

1. Registration – General

- 1.1. Individual players, non-players, officials and active Life Members register via PlayHQ.
- 1.2. Teams may register a maximum of 12 players per team.
- 1.3. A team may not be registered with less than 7 players.
- 1.4. All teams must have at least 5 LDNA first registered players. A first registered player is a player who is registered in LDNA and not registered in any other team/association.
- 1.5. No team registrations will be accepted from an affiliated club that has money owing to the LDNA until the outstanding money is paid.
- 1.6. If required, birth certificates, passports or drivers licenses are to be accepted as the only valid means of proof of age.
- 1.7. Clubs must print the name of an appropriately qualified umpire on the registration sheet for each team entering the competition.
- 1.8. Clubs must ensure that all coaches of teams with players under 18 years this coach or another suitably qualified person, must be present at all games/training;
 - have successfully completed their Foundation Coaching Accreditation prior to the season commencing.
 - have a current Working With Children Check.
 - Players will be registered in the following categories:
 - Senior: players aged 16 and over as at 31 December in the year of play.
 - Junior: players aged 10-15 as at 31 December in the year of play.
 - NETSET and GO: players aged 10 and under as at 31 December in the year of play.



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- 1.9.** To support male participation, LDNA will endeavour to offer competition opportunities as follows;

Juniors - Boys are eligible to participate up until they are 12 years of age as at 31 December in the year of play. Male Specific intermediate division 12- 15 year (15 years at 31 December in the year of play). Male specific or mixed senior division (16 years and above as at 31 December in the year of play).

- 1.10.** Males are eligible to participate in LDNA male or mixed competitions where offered.

2. Registration Procedures

- 2.1.** Team registrations shall close on a date to be fixed by the LDNA each year.
- 2.2.** The LDNA sign-on date and time is to be decided when competition dates are set at the President's Forum the previous year. These will be ratified at the AGM.
- 2.3.** Club team sheets with registered players listed are to be handed to the LDNA Registrar at LDNA sign-on day.
- 2.4.** After the close of registrations, additional team entries may be accepted at the discretion of the LDNA Registrar and Tournament Convenors.
- 2.5.** Net Set Registration can be made through LDNA or Clubs.

3. Registrations – Players who second register

- 3.1.** A second registered player may play for two teams: the first of these games must be in their relevant age group to be eligible to play their second game in the higher division.
- 3.2.** If the team in which the player is first registered receives a forfeit, the player remains eligible to play in their second game.
- 3.3.** Players can only second register within the following criteria:
- Players that are turning 11 in the year of play may second register to play within the 12 years competition only. A maximum of three players turning 11 may second register as players in the same 12 year old team
 - Players that are turning 12 in the year of play may second register to play within the Intermediate division only. A maximum of three players turning 12 may second register as players in the same Intermediate team.



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- Intermediate players turning 13, 14 or 15 in the year of play may second register to play within the Senior divisions only. A maximum of 4 Intermediate players may second register as players in the same Senior team. Intermediate players must be of the same standard to compete in the division in which they are to be registered.

3.4. All second registered players can only play 2 games per day.

3.5. No second registered player is eligible to substitute for another team.

3.6 No second registered player is eligible to substitute for any team once their team has been eliminated from the competition.

4. Late Registrations

4.1. New and second registered players may be registered by a Club up until the last competition game in June of the relevant year. All late registrations must be accompanied by a completed late registration form. This can be obtained from the office. All fees must be cleared in the LDNA bank account prior to being able to play. Cash payments will be accepted on the day, but still prior to the game.

4.2. Clubs must consider previous playing experience for all late and 2nd registered players to ensure a fair and stable competition. The grading committee reserves the right to convene a regrading meeting should a team composition impact that particular division.

5. Player transfers

5.1. Inter Club Transfers: Once teams are finalised at the LDNA Sign-On day, no player can transfer Clubs unless the following process is followed:

- The player must submit a written request to the club they have registered with requesting a transfer.
- The secretary of that Club then notifies the secretary of the newly requested Club
- Both Clubs agree to this transfer
- Both Club representatives inform the LDNA Registrar and Recorder via the relevant document of the approved request for this transfer to be actioned.
- Once approved by LDNA Executive, updates to PlayHQ are required.
- **Intra Club Transfers:** Clubs will need to complete the relevant intra-club transfer form and submit to the LDNA Registrar and Recorder.

5.2. A transferring player cannot transfer to a lower division, e.g., Division 1 to Division 2 or Division 3. Extenuating circumstances will be considered at the discretion of the Executive.



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- 5.3.** A player may transfer once per year from one team to another team, provided they have prior approval of the Registrar.
- 5.4.** Once a player has transferred, they are ineligible to fill in for any other team, including the team they transferred from. A player may transfer once per year from one team to another team. All games played will transfer with the player. No transfers will be permitted after the last competition game in June of the relevant year.
- 5.5.** Second-registered players are ineligible to transfer to another team.

6. Deregistration

- 6.1.** Written notification of intent to deregister should be given to LDNA. This will be forwarded to Netball NSW.
- 6.2.** There will be no refund of the LDNA component of fees once a player has participated in training, played a game or any part thereof: unless extenuating circumstances exist. These circumstances need to be provided in writing to the LDNA Executive for their consideration.

7. Grading Committee

- 7.1** The Grading Committee will consist of
- 1 delegate from each affiliated Club
 - The Tournament and Grading Convenor who will convene the Committee and have no voting rights.
 - The Association Secretary will attend the grading meetings as a silent member to take the minutes.
- 7.2.** The Grading Committee shall undertake all grading of the LDNA Competition. The same delegate should attend all grading meetings.
- 7.3.** A Club representative attends the grading meeting, which is applicable to teams in your club. Grading commences with Juniors, then Intermediates and follows with Seniors.

8. Grading

- 8.1.** Grading should commence at Club level – with clubs endeavouring to keep players of similar standard in the same age group or division where possible. Clubs are advised that players in teams are to play in their usual positions for grading games.
- 8.2.** On receipt of completed team lists, the Tournament and Grading Convenor will complete provisional grading for the first Trial Game.
- 8.3.** Following each of the Trial Games, the Grading Committee will meet to review results to regrade where necessary.
- 8.4.** After the second Trial Game, amended registration sheets are to be handed to the Registrar at the Grading Committee meeting. These registration sheets are final.



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9. Review of Grading

- 9.1.** Team regrading, where requested in writing, may be reviewed after the completion of three competition weeks of the relevant season.
- 9.2.** If a team is regraded at the end of 3 competition rounds, any points accumulated will transfer divisions with them.

10. Duration of Play

10.1. Duration of play of matches will be as follows:

- Juniors: Junior matches will be 4 quarters of 12 minutes duration.
- Intermediate: Intermediate matches will be 4 quarters of 13 minutes duration
- Senior: Senior matches will be four quarters of 15 minutes duration
- Twilight: as determined by the LDNA Tournament and Grading Convenor

10.2 The time of the interval between each period of play will be:

- between quarter breaks: 2 minutes
- at the half time break: 3 minutes

11. Playing Rules – General

- 11.1.** A player or official, who develops a medical condition or has a pre-existing medical condition, is required to make themselves aware of any exclusions that may apply under the LDNA insurance policy, in relation to that medical condition, when making any decisions to continue playing or officiating.
- 11.2.** Where a player with a disability submits appropriate medical evidence, the LDNA Registrar has the discretion to grade a player into a team that is lower than the age of the player that has the disability.
- 11.3.** In all mixed competitions, only three male players may be on the court at any one time and the playing positions must be one player in each third.
- 11.4.** On special request from clubs based on information about their players, they should be permitted to allow players to play down a year if in the best interests socially, emotionally and physically, providing it does not give a team an unfair advantage over other teams.
- 11.5.** In all aspects, the INF Rules shall apply to all competition matches, except where special domestic rules are applied.

12. Competition Divisions

The LDNA will conduct the competition in the following divisions. However, this may need to be changed and will be decided by the LDNA Executive:



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- Seniors: players aged 16 and over as at 31 December in the year of play
- Intermediate: players aged 13, 14, 15 as at 31 December in the year of play
- Juniors: players aged 10, 11 and 12 as at 31 December in the year of play.

12.1 NetSetGO

- GO Tier: players from 8 years as at 31 December in the year of play up to the age of 10 years.
- SET Tier: players from 5 years as at 31 December in the year of play up to 10 years.
- NET Tier: players from 5 years as on 31 December in the year of play up to 10 years.

12.2 The size of each division is dependent on the number of teams graded in each division by the Grading Committee.

- In the event of there being a division which is to split after the first round of competition, the point score for the higher division will continue (to decide Minor Premiers). The point score for the lower division will restart

12.3. Players who are more than one year younger than the stated age range for that division are able to request consideration to play in a higher division. To do this, the following process needs to occur:

- The relevant Club Representative must discuss this with the players parents
- The parents of player must be made aware the risk associated with this move
- The relevant Club Representative and the parent of the player must submit a joint request in writing to the LDNA Executive for consideration prior to Registration.
- The LDNA Executive will review this request and may discuss with the Club Representative, the player's parent and possibly the player before making a decision. The decision of the LDNA Executive is final and binding. No appeal can be raised.

13. Commencement of Matches

13.1. A five (5) minute announcement will be made prior to the commencement of each time slot.

13.2. Timing of the games will commence and finish at the siren.



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- 13.3.** The game will start and finish on the umpire's whistle. No extra time will be provided for a game that starts late.
- 13.4.** If a team is ready at the time set down and the umpire has not arrived, event control is to be notified as to the name of the Club of the missing umpire. The game is not to commence until two umpires and a scorer are present.
- 13.5.** Players, in conjunction with the umpire, are responsible for ensuring that the court playing surface is suitable to play on, clear of any debris and post protectors are in place.
- 13.6.** If courts are deemed unplayable in any time slot, and if no spare courts are available, two points will be awarded to each team involved.

14. Allocation of game time slots

- 14.1.** The timing for all divisions will be determined by the Executive after team nominations are received. All Senior Division games will rotate through the timeslots, over the duration of the season, at the discretion of the LDNA. No senior team will be allocated a permanent game time.
- 14.2.** A draw for game times and court allocations will be made in advance and be placed on the LDNA Social Media channels mid-week.

15. Point Scores

- 15.1.** The official score sheet is the only true record of the match.
- 15.2.** The following points for games shall be awarded:
- Win – 4 points
 - Draw – 2 points
 - Loss – 1 point
 - Bye – 0 points
 - Team receiving a Forfeit – 4 points
 - Team forfeiting - 0 points
 - Game Abandoned/wet weather – If the game is abandoned by LDNA after half time due to adverse weather conditions, the results are as per the score sheet.

16. Forfeits

- 16.1.** A forfeit may be claimed if the opposition cannot field the minimum team of five players within 3 minutes from the commencement of the game.
- 16.2.** If a court and umpires are available and the opposing team has five players, then play must commence on time. A forfeit may be claimed if this team refused to play.



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- 16.3.** Teams claiming forfeits should complete and have captains sign the scoresheet as usual, if the forfeit has not been notified beforehand.
- 16.4.** All players registered in the team receiving forfeit will be recorded as playing.
- 16.5.** Where a game is in progress and a team forfeits;
a. the team forfeiting will receive 0 points and no goals recorded
b. The team receiving the forfeit will receive 4 points and the goals scored will stand.
- 16.6.** Notified Forfeits
- Any team aware that it will forfeit a match, must advise their Club Executive Committee who must give notice of such intention via email and social media to the Tournament and Grading Convenor by 8pm on the day prior to the game. If any team does not meet this time line a \$50 fee will apply and this needs to be paid before the team takes the court the following week.
 - In the event of the notified forfeit, the Tournament and Grading Convenor is to notify the Secretary of the Club receiving the forfeit and the LDNA Umpire Convenor.
- 16.7.** Any team who forfeits 3 competition games throughout the season will be withdrawn from the competition.

17. Team Withdrawals

Where a team withdraws during the competition, all teams drawn to play the withdrawn team in that current round will receive zero competition points and goals.

18. Scoring and Scoresheets

- 18.1.** Teams are to collect the scoresheet from the clubhouse before the commencement of the match.
- 18.2.** The names of registered players are computer generated and printed on the score sheet.
- 18.3.** Each player must individually sign the scoresheet for each game in which they play.
- 18.4.** The names of late registered players are to be handwritten on the score sheets until such times as the computer generated score sheet provides these details. Failure to do so will incur a loss of 2 competition points.
- 18.5.** The name and team of borrowed players are to be hand written on the score sheet. Failure to do so will incur a loss of 2 competition points.



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- 18.6.** Each team should supply a scorer for their match. Scorers should stand together near the centre of the court and jointly carry out the responsibility of scoring. Teams failing to supply a scorer must accept, without challenge, the score sheet as submitted by the opposing team.
- 18.7.** The captain of a team is responsible for signing the score sheet.
- 18.8.** Should the captain omit to sign the score sheet, they must accept, without challenge, the score sheet as submitted.
- 18.9.** If an illegible or incomplete scoresheet is submitted the infringing team will lose 2 competition points.

19. Substitutions

- 19.1.** There is no limit to the number of substitutions that can be made by a team provided that players used do not exceed twelve.
- 19.2.** No player may take the court without their name being present on the score sheet. (see 21.2 and 21.3). Penalty for not complying is the competition points for the game are awarded to the opposing team and no goals to be recorded by the infringing team. The opposing team retains their goals scored.
- 19.3** Rolling subs as per Netball Australia, Netball NSW Rule book.

20. Borrowing Players

- 20.1.** A player may only play a second game on the same day provided that the second game is within their original club and in a higher division than which they have been originally graded or within the same division. Players cannot play a second game for a different club unless they are second registered.
- 20.2.** A player may play a total of 2 games for any other team, within the same club, that is in a higher or same division than they have been originally graded. Once a player has played their third game with a team other than their original team, they will continue to play in the team in which they played their third game. They are then ineligible to return to their original team.
- 20.3.** A player may not play in any game for a team in a division that is lower than the division that they have been originally graded in.

21. Unregistered/Ineligible Players

- 21.1** Should a team official feel that the opposing team is fielding an ineligible player, they should contact an LDNA executive member immediately.
- 21.2.** If the team is fielding an ineligible player or unregistered player, each game will be awarded to the opposing team, the infringing team will lose 2 competition points and no goals will be recorded. This includes the preseason competition utilised for grading purposes.



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- 21.3.** Where both teams are fielding an ineligible or unregistered player, both teams will lose 2 competition points and no points or goals will be awarded for that game. This includes Trial games utilised for grading purposes.
- 21.4.** All players must play at least 30% of the games available in their division with the relevant team within the season to be eligible to participate in the Finals Series. Any player found to be ineligible will not be permitted to take any further part in the final series.
- 21.5.** Players who have second registered must play at least 30% of games available in their division with the relevant team to be eligible to participate in the Finals Series. Any player found to be ineligible will not be permitted to take any further part in the final series. (see 3.4)
- 21.6.** Any team found playing an ineligible player in the finals series will be considered to have lost that match in which the ineligible player has taken part.

22. Injury

- 22.1.** INF Rules shall apply to all injury time in matches. This includes semis, finals and grand finals. No extra injury time shall be added to the match.
- 22.2.** All injuries must be reported to the LDNA Office on the day of the injury and an injury report form must be filled out as soon as practicable possible following the incident.
- 22.3.** Insurance forms can be accessed from the link on the LDNA website.

23. Finals Series

- 23.1.** The minor premiers shall be the team scoring the highest number of points at the end of the last round of the regular competition season.
- 23.2.** To be eligible to play in the Finals Series all players must play at least 30% of the games available in their division with the relevant team within the season.
- 23.3.** Semi Finalists shall be the top 4 teams in each division with the highest number of competition points at the end of the last round of the scheduled regular competition.
- 23.4.** Should a team be equally placed on competition points at the end of the last round of the scheduled regular competition, a goal average shall be decided as follows:

Total number of goals scored by the team, divided by the total number of goals scored against the team, multiplied by 100 and divided by the actual number of matches played by the team.

i.e.
$$\frac{\text{goals scored}}{\text{goals scored against}} \times \frac{100}{\text{matches played}}$$



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The number of matches actually played includes a match a team has forfeited, but does not include a match where the team has received a forfeit.

23.5. The Final series shall be played as follows:

- Semi Final 1: 1st v 2nd
- Semi Final 2: 3rd v 4th
- Final: Loser of Semi Final 1 v Winner of Semi Final 2
- Grand Final: Winner of Semi Final 1 v Winner of Final

23.6. If there is a draw in a semi-final, final or grand final match, a two (2) minute interval shall be taken. During the interval the score will be verified and the Team's change ends. During the interval there may be substitutions and/or Team changes.

23.7. The Umpire will indicate which Team has the next centre pass and play will commence.

23.8. Then 2 halves will be played to determine a winner, with the timing to follow:

- Juniors: 3 minutes each
- Intermediates: 4 minutes each
- Seniors: 5 minutes each

23.9. After the first half there will be a one (1) minute interval and the teams will change ends. No substitutions or positional changes shall be allowed unless due to illness/injury (23.12) only the ill or injured player may be replaced.

23.10. If it is still a draw at the end of the second half, for both Intermediate and Senior divisions, a visual signal will indicate that play continues and the first team to score a two (2) goals advantage shall be declared the winner.

23.11. If in a Grand Final, if it is still a draw at the end of the second half of extra time for Junior teams, they will be declared joint winners.

23.12. During extra time, normal injury or illness procedures shall apply, as per the INF rules.

23.13. Any Team found playing an ineligible Player in the Finals Series will be considered to have lost that Match in which the ineligible Player has taken part.

23.14. Any player found to be ineligible to take part in the Finals Series will not be permitted to take any further part in the Finals Series.

23.15. A trophy shall be presented to the Minor Premiership, Major Premiership and runner-up team in each Division.

24. Adverse Weather24.1.

LDNA will utilise the Netball NSW Adverse Weather Policy when making this decision on a game by game basis. Drinks breaks will be centrally timed, one per quarter as determined by the Executive.



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- 24.2.** Unless such an announcement of no play is made, all players shall attend at their scheduled playing time.
- 24.3.** Once a decision is finalised, LDNA will circulate this decision over the PA at the venue as well as on LDNA Social Media.
- 24.4.** If, in the opinion of the LDNA Executive, games are abandoned due to severe inclement weather or adverse court conditions, all competition results will be allocated as a draw. Each team will receive 2 competition points.
- 24.5.** If during the Final Series should adverse weather force the stoppage of a game at any stage then a decision will be made to determine if the game continues or it is abandoned.
- 24.6.** In the event of abandonment, should the requirements of a game have been met, then no further action is required. Should these requirements not have been met, then the match will be conducted prior to the next round. If this match is the Grand Final, one attempt will be made to reschedule this game.

25. Umpires

- 25.1.** Each club is to nominate an Umpire Convenor who shall be the LDNA point of contact for umpiring matters within the club.
- 25.2.** The Club Umpire Convenor or their delegate must be available at each time slot to answer any calls at the courts when their club is providing umpires for that time slot.
- 25.3.** It is each Club's responsibility to promote the Duty of Care of each umpire. This includes ensuring that the umpire is capable of controlling the games to which they are allocated as well as having an acceptable umpiring allocation each day.
- 25.4.** Umpires are encouraged to wear a white shirt.
- 25.5.** If dissatisfaction is felt with the umpiring of a game, a team representative should see their own Convenor, then the LDNA Umpire Convenor.
- 25.6.** An umpire must umpire 1 game per week (if deemed required) with the Club they are registered with before they can umpire for another Club.
- 25.7.** If only one umpire is on the court when the hooter sounds for the start of play, the game should not commence until the other umpire arrives.
- 25.8.** An umpire sending a player from the court for disciplinary reasons must complete the Incident Report Form and hand this into the Office.
- 25.9.** There shall be no substitution for umpires except in cases of illness or injury with the consent of both teams. LDNA Executive should be notified asap.
- 25.10.** The LDNA Umpire Convenor and/or the LDNA Umpire Committee shall allocate umpires for the Finals Series.
- 25.11.** Umpires seeking to obtain their "badge" must attend at least 2 local representative carnivals prior to a panel being convened. If they are successful, the following year they should attend either JST or SST if available.



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26. Club Uniforms and Equipment

- 26.1.** Clubs shall register all items of uniform, including an away strip, to be worn by their members for approval by Council.
- 26.2.** If a Club decides to change a uniform style it is to be submitted to Council for approval.
- 26.3.** No player shall be allowed to compete in competition matches unless wearing the registered uniform of that team in their Club.
- 26.4.** Exemption and clarification on uniforms will be made by LDNA Executives for extenuating circumstances.

27. Complaint Handling

- 27.1.** All complaints lodged with LDNA in relation to the Competition will be dealt with in accordance with the procedures of Netball NSW Policies or within the rules of competition.
- 27.2.** All current forms will be available from control during weekend competition and also on LDNA website. These must include a current Appendix C – Incident Report form, from NNSW Disciplinary Policy
- 27.3.** All registered Players, Umpires, and Team Officials are required to abide by the Code of Behaviour, as published from time to time within the Netball NSW Member Protection Policy.
- 27.4.** All participants of the Competition including but not limited to Players, Umpires, and Team Officials, who have breached the Code of Behaviour, Netball NSW Member Protection Policy, and/or the Netball NSW Disciplinary Policy, will be subject to disciplinary action as listed within the relevant corresponding policy.

28. Twilight/Summer competitions

- 28.1.** LDNA Executive, at its discretion, may run a social competition in the off season.
- 28.2.** Final details will be made by the LDNA Executive and be presented annually at the August Council Meeting, then published to the wider community.
- 28.3.** All players participating in the competition must be members of Netball NSW and LDNA.
- 28.4.** All teams will pay a fee, set by the LDNA Executive, which will be ratified annually at the August Council Meeting.
- 28.5.** Competition format, age grouping, and structure will be determined by council at the August Council Meeting.
- 28.6.** Each team will supply a competent umpire, own ball, and playing patches.



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29 Rescheduled Games

- 29.1** When it arises in the competition season that game/s need to be rescheduled, clubs in consultation with the LDNA executive, are to mutually agree on a new day/time. This can be applied for duty of care/member welfare of 2nd registered players or when a competition game coincides with a community/netball event. A Representative from each club and LDNA executive will attend the rescheduled game for management and control.