



North Canberra Netball Competition

COMPETITION RULES

AS AT 15 JAN 2020

NORTH CANBERRA NETBALL COMPETITION COMPETITION RULES

The North Canberra Netball Competition (NCNC) Competition Rules set out the requirements for matters including:

- the conduct of competitions as endorsed by the NCNC Joint Operations Committee; and
- the requirements of members participating in the NCNC competition.

The NCNC Competition is conducted and controlled by the NCNC Joint Operations Committee on behalf of the Belconnen Netball Association and the Canberra Netball Association.

The NCNC Joint Operations Committee may make decisions consistent with its objectives on matters not covered by these competition rules, or where the application is ambiguous.

For the purpose of this document, the NCNC Joint Operations Committee will be referred to as the 'Committee'.

The Committee may impose penalties of up to 4 competition points and/or fines of up to \$50 for breaches of these Rules.

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1. REGISTRATION

- (1) In order to participate in a competition, teams and clubs must comply with the registration requirements set out by the affiliated Associations.
- (2) A player may not simultaneously be registered in more than one team in the same Category.
- (3) Clubs who have players eligible to be in more than one category, must register in the lower category first.

2. GRADING MATCHES

- (1) The Committee may, if it considers it necessary, conduct grading matches before the commencement of a competition for the purpose of determining which Division teams should play in during that competition.
- (2) All teams required by the Committee to play grading matches must attend at the time or times specified by the Committee with at least 5 of the players included in that team on the registration form.
- (3) No competition points shall be awarded for grading matches.

3. AUTOMATIC PROMOTION

A team that includes at least 5 members of a team that won a grand final in the corresponding competition in the previous year must be graded in a division that is higher than the division in which the team won the grand final, unless the Committee otherwise determines. [This Rule does not apply to the team that wins the highest division in a competition]

4. COMMITTEE MAY REGRADE TEAMS

- (1) The Committee may register a team in whichever division the Committee believes is most appropriate, whether or not the club applied for the team to be registered in that division.
- (2) Only in exceptional circumstances, and at the discretion of the Committee, will a team be regraded after the fourth week of competition.

5. COMMITTEE MAY REGRADE PLAYERS

- (1) The Committee may, at any time, include a player in a higher team of the club of which the player is a member. The Committee will not, under this Rule, require a player to play in a division that is higher than the highest division in which they have played in the preceding 12 months.

6. COMPETITIONS TO BE DIVIDED INTO CATEGORIES

- (1) The competitions are to be divided into one or more of the following categories:
 - (a) senior;
 - (b) cadets (for players who will be 18 or younger at the end of the calendar year in which the competition commences);
 - (b) intermediate (for players who will be 15 or younger at the end of the calendar year in which the competition commences);
 - (c) junior (for players who will be 12 or younger at the end of the calendar year in which the competition commences);
 - (d) NetSetGo Tiers - modified rules for players who will be 10 or younger at the end of the calendar year in which the competition commences).
- (2) The Committee may also conduct competitions in other categories as the Committee deems fit.
- (3) The categories will be divided into Divisions;
- (4) Clubs/Teams may be required to fulfil rostered duties during the competition as determined by the Committee.

7. PLAYERS

- (1) Players may only play in the team in which they are included under Rule 1 or in a higher ranked team of the same club or of a club that sponsors, or is sponsored by, the player's club or in an equal ranked team participating in the lowest division of the player's club playing at the same venue.
- (2) A player who plays 3 games in a competition in another team in a particular Category than the team in the Category in which the player is included under Rule 1 is deemed to be included in that team and to no longer be included in the original team.

8. UNIFORMS

- (1) The affiliated Associations' colours are: CNA – light blue and maroon, BNA – red and royal blue and no Club or team may register these colour combinations unless it is a school team which has those colours as part of its school sports uniform.
- (2) All team members must wear the same uniform. No person may take part in a competition match as either a player or reserve unless the person is wearing the uniform of their club.
- (3) The uniform proposed must include a description (including the colour) of:
 - (a) netball dress, skirt or shorts (if allowed); and
 - (b) t-shirt; and
 - (c) tracksuit tops and jumpers; and

(d) may include a description (including the colour) of tracksuit pants.

- (4) Bicycle pants, or similar garments, should not show below the hem line of the body suit or skirt (if worn).
- (5) Players must wear positional patches.
- (6) Players may wear tracksuit pants if allowed if approved by the Executive and registered as part of the club's uniform.*

**Cultural exemptions of uniform need to be brought before the executive and will be decided on a case to case basis. All other rules regarding clothing and jewellery will be applied as per INF Rules of Netball as found in Rule 5.1.1 (iv)*

- (7) All players in the team must wear the same colour top (even if it is a different type of garment).
- (8) Umpires and/or the Executive have the power to veto any article of attire that the umpires and/or the Executive consider may be dangerous or not compliant with competition rules.
- (9) No item of jewellery, except a wedding ring and/or medical alert bracelet, shall be worn. If either or both are worn, each shall be taped. All other jewellery, including piercings, must be removed.
- (10) Sports gloves may only be worn for medical reasons (medical certificate must be produced).
- (11) Only shoes with non-marking soles may be worn.

9. RULES OF PLAY

- (1) The rules of play to be used in the NCNC competition are of the All Australia Netball Association, as modified by these Rules.
- (2) The Committee shall determine the duration of games.
- (3) In all games, other than games specified by the Committee, the timing of the match is to be controlled by a central timer located in the pavilion.

10. COMMENCEMENT OF GAMES

- (1) Play is to commence at the time set down for the commencement of the match. (2) In the case of games timed from the pavilion, the commencement is indicated by the sound of the hooter.

11. FORFEITS

- (1) A team forfeits if it does not have at least 5 players present on the court within 5 minutes of the time set down for the commencement of the match.
- (2) If one team forfeits, but the other team has at least 5 players present at the scheduled time, or have been advised by the Committee before the match that the

other team has forfeited or has withdrawn from the competition, the team that does not forfeit is deemed to have won the match. The winning team will be awarded the average number of goals scored by teams in the same division of that category during the round in which the forfeit applied.

- (3) If neither team has 5 players present at the relevant time and neither team has been advised by the Committee before the match that the other team has forfeited or has withdrawn from the competition, both teams are taken to have forfeited and no points are to be awarded.
- (4) The umpires, and the captain of the team that is deemed to have won (if any) must complete and sign a score sheet.
- (5) Teams must still fulfil any commitments that they have to provide umpires or scorers even if they forfeit a match or are deemed to have won the match that the other team forfeited.
- (6) Teams are to advise of forfeit by 5pm Thursday prior to the game.
- (7) 3 forfeits after the 5pm Thursday cut off time; a \$100 fine to the club will be issued.

12. UMPIRES AND SCORERS

- (1) Teams are to provide an umpire and a scorer for their games, unless the Committee has advised otherwise.
- (2) Teams may not change an umpire during a game.
- (3) Umpires should be dressed in white, or as a minimum, should wear appropriate clothing that is distinct from the uniform of the teams they are umpiring.
- (4) Umpires should have appropriate qualifications and complete the Section 1 theory exam.

13. SCORE SHEETS

- (1) A score sheet must be completed for every match (including forfeits and rescheduled matches).
- (2) Each player and reserve must sign their name on the score sheet before the commencement of the match.
- (3) If the captain of each side, each umpire and each scorer agree that the score sheet has been fully completed and that all of the details on the score sheet are correct, they must sign the appropriate place on the front of the score sheet.
- (4) If any of the above people disagree with any part of the score sheet, they must not sign the front but must write on the back of the form why they disagree and sign their name below that statement.
- (5) The winning team is responsible for returning the completed score sheet to the pavilion.

14. COMPETITION POINTS

(1) Points are to be awarded in competition matches as follows:

Win (including by forfeit)	5 points
Draw	3 points
Loss (other than by forfeit)	1 point
Bye	5 points
Loss by forfeit	0 points

- (2) If a match is abandoned at or after half time, the match is deemed to have been completed and the score at the time that the match is abandoned is taken to be the final score.
- (3) If any matches in a Division are cancelled or abandoned before half time, no points are awarded for any matches in that grade that were scheduled for that day. Competition ladders will rank teams based on points, then the percentage of goals scored for and against.
- (4) Teams that are regraded during the competition will be awarded an average of the competition points awarded in the division into which they are transferring to. Additionally, the percentage of goals scored for and against shall be the average of goals scored for and against of teams in the same division and category that the team is transferring to.

15. FINALS

- (1) Finals are to be played in categories determined by the Committee. Finals will not to be held for SET & GO Tier categories.
- (2) Finals are to be played between the 4 highest ranking teams at the end of the competition rounds. The ranking of teams is to be determined on the basis of points and, if the number of points is equal, by using the following formula to work out the for and against percentage:
- $$\frac{\text{Goals scored during the season} \times 100}{\text{Goals conceded during the season} + 1}$$
- (3) The major semi-final is to be played between the team finishing first and the team finishing second. The minor semi-final is to be played between the team finishing third and the team finishing fourth.
- (4) The preliminary final is to be played between the loser of the major semi-final and the winner of the minor semi-final.
- (5) The grand final is to be played between the winners of the major semi-final and the preliminary final.

16. FINALS -- DETERMINING RESULT WHEN SCORES ARE TIED AT FULL TIME

- (1) In all finals the following procedure is to be followed to determine the winner if the scores are tied at full time:
 - (a) the teams are to play 5 minutes each way;
 - (b) if the scores are still tied -- the teams are to play for an additional 15 minutes, or until one team has a 2 goal lead (whichever occurs first);
 - (c) if the scores are still tied -- the teams are to play until one team scores a goal.

17. FINALS -- ELIGIBILITY OF PLAYERS

- (1) A player may only play in a semi-final, a preliminary final or a grand final in a team if the player's name and signature appears on at least six score sheets lodged during the season, for matches played with a result recorded prior to the finals, for that team.
- (2) Each team that is to play in finals matches is responsible for ensuring that players they intend to use in any finals matches are eligible to play in finals for that team. The Committee will, on request, notify the team of the players that are eligible to play in the finals for that team based on score sheets lodged during the season.

18. COMPLAINTS AND PROTESTS

- (1) Where possible, complaints should be brought to the Committee during the game so remedial action may be taken. Any formal complaint (including a complaint about the application of these Rules) must be made in writing and delivered to the Secretary.
- (2) All complaints and protests are to be determined as soon as practicable by the Committee. A member dissatisfied with a decision of the Committee may appeal to the next scheduled Council meeting.
- (3) If the determination of a complaint or protest involves the taking of disciplinary action against a member, that action may only be taken in accordance with the rules of the Committee and/or the affiliated association.

19. WET WEATHER

- (1) A decision to cancel matches because of wet weather may be made by 3 or more members of the Committee, either before or during the matches. Where possible, the Committee will make a decision for each timeslot separately 30 minutes prior to the commencement time.
- (2) If practicable, cancellations will be announced publicly.
- (3) If no such announcement is made, all players must attend the playing area.
- (4) The umpires of a match may cancel or abandon that match if, after an appeal by the captain of a team in the match, the umpires consider that play is not possible on the court and there is no other court on which the match can be played.

20. RESCHEDULING OF GAMES

- (1)** Teams wishing to reschedule games must seek the agreement of the opposing team and the Committee at least seven days in advance.
- (2)** Each team is limited to 2 rescheduled matches each competition.
- (3)** If 3 or more players from a team are unavailable to play for that team in a competition match because of commitments to teams representing the ACT Netball Association, a representative of the club may request the Committee to direct that the match is to be played at a different time.
- (4)** Rescheduled matches are to be played within two competition rounds and before the last competition round prior to finals for the relevant competition category.
- (5)** Games may be played at a venue that is acceptable to both teams involved.
- (6)** Teams must attain a scoresheet from NCNC.
- (7)** Rules pertaining to the provision of a scorer and umpire as set down in Rule 13 apply.