

BATHURST NETBALL ASSOCIATION

COMPETITION PROCEDURES 2023

Bathurst Netball Association reserves the right to change these competition procedures at any time without prior notice. If any changes are made, the revised procedures shall be posted on this website immediately.

1. REGISTRATION

- 1.1 To register – all players and non-players must register via PlayHQ within the competition they intend to play for.
- 1.2 All players must be registered before taking the court for any game and for any training.
- 1.3 Players withdrawing without playing a game may have their registration fees refunded less any amount already paid or owing to Netball NSW.
- 1.4 Players withdrawing after commencement of competition may receive a partial refund at the discretion of the Executive Committee less any amount already paid or owing to Netball NSW.
- 1.5 Any team playing an unregistered player/s or an unapproved ‘playing up’ player/s shall automatically forfeit the game and have no goals recorded for them for that game but shall have goals recorded against them for that game.
- 1.6 A player between the age of fourteen (14) and eighteen (18) years of age may be registered in one team in junior netball and one team in senior netball and these teams can be in different clubs.
- 1.7 Players registered with one affiliated club may not transfer to another affiliated club during the season unless:
 - 1.7.1 Both teams agree in writing; and
 - 1.7.2 The transfer is approved by the Executive Committee.

2. TEAMS

- 2.1 To register a team, clubs must submit the completed Team Registration to Bathurst Netball Association via PlayHQ for grading by the grading day.
- 2.2 Teams must have a minimum of 7 registered players. Junior teams may have a maximum of 12 registered players and Senior teams may have a maximum of 14 registered players.
- 2.3 Senior teams must nominate the names of at least two (2) umpires for their registration to be accepted by Bathurst Netball Association. An individual can be nominated as an umpire by no more than two (2) teams. If an umpire is playing in a senior team, then they can only be nominated as an umpire for one (1) team. Nominated umpires must be willing to umpire the grade of the nominated team.
- 2.4 Junior teams must nominate the name of at least one (1) umpire for their registration to be accepted by Bathurst Netball Association. An individual can be nominated as an umpire by no more than two (2) teams, if an umpire is playing in a junior team, then they can only be nominated as an umpire for one (1) team. Nominated umpires must be willing to umpire the grade of the nominated team.
- 2.5 Additional players may be registered at any time during the season but any players registering after grading is completed must be approved by the registrars before joining a team and may result in a regrading of the team.
- 2.6 Each team in a club must have a distinct team name of not more than 10 letters (in addition to their club name).

3. GRADES

- 3.1 Competition may be conducted in the following divisions:
 - 3.1.1 5.NET-SET-GO: NET program – skills sessions for 4 to 7 years. SET program – modified games for 7 to 8 years old. GO program – modified games for 9 to 10 years old
 - 3.1.2 Transition – competition with interactive coaching for up to 10 years old
 - 3.1.3 Junior – competition for up to 16 years old and Colts up to 18
 - 3.1.4 Senior – open age competition, 14 years and above. (A player must be turning 14 in that playing year).
- 3.2 Players may play above, but not below, their age group unless special circumstances have been approved by the Bathurst Netball Association (BNA) Grading Committee at the time of registration.

4 PLAYING RULES

- 4.1 Competition games will be conducted according to the AANA Netball Official Rules unless otherwise specified in these procedures.

5 PLAYING UNIFORM

- 5.1 During a match players must wear:
 - 5.3.1 Registered playing uniform and suitable sports footwear (spiked soles are not allowed).
 - 5.3.2 Playing position initials 150 mm (6 in) high which must be clearly visible and worn above the waist, front and back.
 - 5.3.3 Players may not wear anything that could endanger themselves or other players, specifically:
 - a) No adornment or jewellery may be worn other than a wedding ring which must be covered with tape
 - b) A medical alert bracelet may be worn provided it is covered with tape
 - c) Fingernails must be short and smooth
 - d) Hair must be suitably tied back
- 5.2 Bathurst Netball Association allows individual players in each team to choose any combination of uniform items. These items need to be of similar designs to create continuity of uniforms throughout the team and assist umpires to officiate the game, for example:
 - a. t-shirts, singlets or long sleeve t-shirts must be the same design as the top of the traditional playing dress;
 - b. t-shirts, singlets or long sleeve t-shirts must still be able to clearly display a playing positional bib;
 - c. the choice of bottoms must either include the same design as the dress/top or could be a designated block colour to match the uniform (i.e. black, royal blue, navy blue etc.);
 - d. head or face coverings should be a designated block colour to match the uniform (i.e. black, royal blue, navy blue etc.);
 - e. allow the wearing of skins/leggings as long as they are completely black, white or in a block colour to match the uniform;
- 5.3 Clubs must register their playing uniforms with the Association for approval by the Executive Committee.
- 5.4 Clubs must submit any changes to the approved playing uniform, including changes to colour, design, and patterns, for approval to the Executive Committee. The BNA approval process shall be completed within fourteen (14) days of receiving each proposed uniform design. Bathurst Netball reserves the right to suspend clubs with unapproved changes.
- 5.5 Uniforms must not present a genuine safety risk to the wearer or other players (i.e. open pockets, buttons or zippers).
- 5.6 Players are not required to justify their choice of uniform, however, players may be required to provide information pertaining to items they wish to wear in order to allow the Club or Association to facilitate that uniform choice.

- 5.7 Players may choose a uniform style that covers additional body surface including the legs, arms and/or head. It is perfectly acceptable for players to wear head coverings for religious reasons. Such head coverings must be:
- A. a. made of soft material;
 - B. b. tight and non-flowing, edges must be held securely or tucked into the shirt;
 - C. c. not cover positional bib;
 - D. d. tied on or fastened by clips and non-sharp pins;
 - E. e. be all black, all white or team colours.
- 5.8 Head coverings should be included as an item in a club's playing uniform for a competition.
- 5.9 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.
- 5.10 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. A medical certificate, that clearly states the reason that the piercing cannot be removed, must be forwarded to bathurstnetball@gmail.com for approval prior to the player taking the court.

6 GRADING

- 6.1 Preliminary grading will be completed by the Grading Committee based on the player information provided on the team registration sheet.
- 6.2 Any special circumstances (e.g., disabilities, timeslot preference) to be considered by the Grading Committee must be in writing on the team registration sheet.
- 6.3 Once the final grading is complete no appeals will be heard.

7 GAMES AND PLAYING UP

- 7.1 Players may only play for a club they are registered in within that competition with the exception of players between the ages of fourteen (14) and eighteen (18) years of age who may be registered in one team in junior netball and one team in senior netball and these teams can be in different clubs (Refer 1.6).
- 7.2 Junior players not registered in a Senior team are able to play up in the Senior competition once only for their registered club. If they are seeking to play up more than once, then they will need to register as a dual player.
- 7.3 Once registered in a team within a competition, a player may play up in another team in a higher grade, but not in another team in the same grade or lower grade.
- 7.4 For players registered in both the junior and the senior competition, you are permitted to play up in a third game, for your senior club ONLY, if it is graded higher than your original senior team. (All other playing up rules still apply).
- 7.5 Once a player has played up four times in the same higher graded team, the player is automatically transferred to the higher team and is no longer a member of the original team.
- 7.6 Players must play at least 3 games in a team during the competition rounds to be eligible to play in that team in the final's rounds.
- 7.7 Players must not play in more than 3 games per day.

8 REGISTRATION CARDS

- 8.1 There will be no registration cards required for the 2023 season.
- 8.2 Umpires will be responsible for taking the scoreboard to the courts
- 8.3 Playing positions of each player must be recorded on the score sheet. Players arriving late must let the umpire know they have arrived.

9 BEHAVIOUR

- 9.1 The umpires shall be the controllers of on and off court behaviour in the first instance and may impose the penalties provided by the AANA Netball Official Rules which may require officials or spectators to leave the court area and may impose on court penalties for behaviour off the court.
- 9.2 In addition, any unsporting behaviour, misconduct, or disputes on or off the court may be reported to the Executive Committee by the umpires, coaches, players, or managers . If possible, issues should be reported to the Executive Committee as soon as they occur, while the game is in progress. Any formal reports are to be made in writing to the Vice President of Bathurst Netball Association via the complaints email - zna.complaints@gmail.com .
- 9.3 All players, coaches, officials, and spectators shall be bound by the Netball NSW Codes of Conduct.
- 9.4 Bikes, scooters, skateboards, and footballs must not be used on the Courts and surrounds while games are in progress. All sidelines must be kept clear of bags and chairs for the safety of players and umpires.
- 9.5 Pets are not permitted at the Bathurst Netball Complex.
- 9.6 Alcohol and smoking are not permitted at the Bathurst Netball Complex.
- 9.7 Official warnings and disciplinary penalties will be held on file by BNA and provided to NNSW from the effective date of the warning or penalty. These files are held in accordance with Netball NSW policy and can be used in consideration of future offenses.
- 9.8 Any person with three or more recorded sanctions imposed by BNA, NNSW or Netball Australia against them will make them ineligible to represent Bathurst Netball Association at any competition level - exceptions may be considered at the discretion of the Executive Committee depending on the severity of the sanction.

10 UMPIRES

- 10.1 Umpires shall wear white tops and black or white bottoms plus sports shoes and must provide their own whistle.
- 10.2 Umpires must sign on at least 10 mins before the scheduled commencement of the game.
- 10.3 The Umpires Convenor will implement a roster and payment system for umpires. Payments will be varied according to the grade umpired.
- 10.4 Teams (Junior & Senior) will be levied an umpiring fee according to their grade.
- 10.5 The Umpires Convenor may implement a coaching system for umpires and may also arrange for badging of umpires according to the National Badging requirements.
- 10.6 Non-playing umpires need to register as non-playing members for insurance purposes.
- 10.7 Every registered team must nominate the names of umpires on their team registration sheet as per 2.3 and 2.4.
- 10.8 Net Set Go games will be umpired in accordance with section 17.
- 10.9 Umpires not affiliated with any team may nominate directly to Bathurst Netball Association by contacting the Umpires Convener.
- 10.10 All nominated umpires must have completed the umpire's exam and foundation course.

11 COMMENCEMENT OF GAMES

- 11.1 Teams should be ready to commence play on the umpires whistle as soon as the siren sounds.
- 11.2 Match control shall announce a 30 second warning for umpires before the start of each quarter.
- 11.3 Teams having less than four (4) registered players of that team, game-ready at the time of the siren, will be allowed 5 minutes grace for extra players to arrive. If the game cannot commence after 5 minutes, the offending team forfeits.
- 11.4 Unless otherwise advised, games shall be timed as follows:
- 11.4.1 Junior / Net Set Go games – 12 min quarters, 2 mins quarter and three-quarter time and 3 mins half time
- 11.4.2 Senior games – 15 min quarters, 2 mins quarter and three-quarter time and 3 mins half time.

12 FORFEITS AND WITHDRAWALS

- 12.1 Teams unable to play a round must notify, via email, the Registrar no later than 8pm on the Friday night before the game. The Registrar will then notify the opposing team and umpires. Email info – bna.senior@gmail.com
bna.junior@gmail.com
- 12.2 Forfeits are NOT to be advised via the BNA social media including the Facebook page.
- 12.3 A team who forfeits 3 times during the season will be withdrawn from the competition. Exemptions to this rule can be considered by the BNA Executive Committee.
- 12.4 If a team withdraws from the competition, all games involving that team for the whole season will become a bye (any previous results will be disregarded).
- 12.5 Makeup Games
If a team wishes to reschedule a game for any reason, this must be approved and agreed upon by both the opposing team and the BNA Executive Committee. The team wishing to reschedule the game will need to provide two umpires with the appropriate skill level to cover the game with no conflicts of interest. If a time and date for a rescheduled match cannot be agreed upon, the match will be considered forfeited, with 3 points being awarded to the team that did not request that the game be rescheduled.

13 SCOREBOARDS

- 13.1 The rostered umpire for that game is to collect the scoreboard before the game.
- 13.2 Players wishing to play up in a higher grade will need to be noted on the scoreboard and recorded in the “Players Playing up” book located in the Match Control Room BEFORE the scoreboard is collected from the control room and checked by a committee member.
- 13.3 At least four (4) registered team members need to sign the scoreboard before the start of the game. If not, then the team shall be deemed to forfeit. All members need to be marked as present by the umpire before the start of the game.
- 13.4 Playing positions of each player must be recorded on the score sheet.
- 13.5 Each team needs to provide a scorer and both scorers must score together for the whole game: Scorers are to sit or stand in a central position on the sideline.
- 13.6 The team scorers will be responsible for filling in the scoresheet correctly and making sure the final score is written down along with each player's position for each quarter throughout the game.
- 13.7 The scorer is always to make available the scoreboard to view by the opposing scorer throughout the game.
- 13.8 If scoring is not performed as per this competition procedure no objections will be heard.
- 13.9 The winning team is responsible for returning the scoreboard to the clubhouse.

14 COMPETITION POINTS

Win – 3 points

Draw – 2 points

Loss – 1 point

Bye – 0 points

Win on Forfeit – 3 points

Loss on Forfeit with notification as per Clause 12.1 – 0 points

Loss on Forfeit without notification – minus 3 points

- 14.1 Where Rep teams are included in a grade, competition points shall be awarded for games played, however the ladder position will be disregarded in determining finals positions in the grade.

15 WET WEATHER

- 15.1 Cancellation of morning games shall be decided before 8am. Cancellation of afternoon games will be decided at the earliest convenience. All decisions will be conveyed via the BNA Facebook page.
- 15.2 The decision to abandon a game once commenced is at the discretion of Bathurst Netball Association, or by both teams mutually agreeing to abandonment.
- 15.3 If games commence and are subsequently abandoned due to wet weather, the following shall apply:
- 15.3.1 Abandonment before half time – no result
 - 15.3.2 Abandonment after half time – result as per score sheet at time of abandonment
 - 15.3.3 If all games in a grade cannot be played to a result – ALL games will be treated as not played and no points shall be awarded.

16 FINAL ROUNDS

- 16.1 Where applicable, Final rounds shall be played between the top four (4) teams per grade as follows:
- Semi Final
- Game A: Team 1 v Team 2
- Game B: Team 3 v Team 4
- Preliminary Final
- Game C: Loser of Game A v Winner of Game B
- Grand Final Winner of Game A v Winner of Game C.
- 16.2 For any grades (excluding NetSetGo) where final rounds are not scheduled, the Premiers shall be the team with the highest position on the competition table and the Runners Up will be the team finishing second on the competition table.
- 16.3 Where teams are equal on competition points, their position will be decided on a goal percentage calculated as:
- $$\frac{\text{Goals For} \times 100}{\text{Goals Against} \times \text{Number of Games Played}}$$
- 16.4 Injury time will be played in all final rounds.
- 16.5 In final rounds, if the score is even at full time, extra time will be played to a result, and according to the AANA Netball Official Rules.
- 16.6 In the event of wet weather abandonment of any finals with no result, the winner shall be the team with the highest position on the competition table.

17 NETSETGO

- 17.1 All NetSetGo umpires / coaches shall attend any information sessions scheduled by the Association prior to and during the season.
- 17.2 All NetSetGo coaches must sign contracts stating that they have read, understand and will follow NetsSetGo rules.
- 17.3 Each player should play at least 2 quarters of any game.
- 17.4 If rules 17.2 & 17.3 are not adhered to on a continual basis, BNA will request a meeting with a club representative and the coach, and sanctions could be imposed upon the coach if they are found in breach of the coaches Code of Conduct set out by NSW Netball.
- 17.5 In NetSetGo, each player must experience playing in ALL positions throughout the season.
- 17.6 All NetSetGo coaches or team managers are required to fill in playing positions on a sheet provided by BNA. The player position sheet is to be collected and returned to the BNA club house by the team listed first on the draw.
- 17.7 NetSetGo umpires must umpire the full game and be dressed appropriately. Inexperienced umpires need to be accompanied by a supervising adult.

18 INSURANCE, INJURIES AND COURT INSPECTIONS

- 18.1 All registered players and officials shall be insured through Netball NSW.
- 18.2 All injuries are to be reported to Match Control and recorded in the Injury Book in the clubhouse as soon as possible. The Injury record shall include the date and location of the incident, a description of the incident, nature of the injury and any treatment received so far and details of any witnesses and be signed by the person giving the report and signed by a committee member.
- 18.3 The Executive Committee members on duty shall inspect the Courts and surrounds with the approved safety checklist at the commencement of each playing day and determine if the Courts are safe for play. Games may be relocated to different courts if conditions require and all teams shall follow the instructions of the Executive Committee in that regard.
- 18.4 If there is any change to court conditions during the playing day which create a new hazard (e.g. wet courts, broken glass, obstruction on the court or surrounds), teams should cease play and notify a Committee Member immediately to carry out a further inspection.

19 COACHES AND OFFICIALS

- 19.1 All non-player coaches and officials must be registered as non-playing members of Netball NSW.
- 19.2 All coaches must hold a current coaching qualification of Netball NSW Foundation or higher. Proof of such must be supplied to the Association.
- 19.3 All Junior and NetSetGo teams must have a coach.
- 19.4 All coaches (with team members under 18 years of age) must supply their Working with Children Check number and expiry date to the Association.
- 19.5 All BNA Rep coaches must have a minimum Development coaches accreditation.

20 CLUBHOUSE DUTY

- 20.1 Clubs/teams will be rostered for clubhouse duty according to the number of their teams in the competition.
- 20.2 Junior clubs/teams shall generally do morning duty and Senior clubs/teams shall generally do afternoon duty.
- 20.3 Clubs/teams rostered for duty shall make sure that they have at least 2 people on duty at all times to assist with tasks allocated in the Clubhouse Duty folder and as requested by any member of the Executive Committee
- 20.4 Clubhouse duty tasks may include: unlocking and locking toilets; putting up and taking down goal post covers; putting out and bringing in bins; preparing and collecting scoreboards; timing games and sounding the siren; ensuring that all scoreboards and pens are collected and cleaned and umpires signed on so that games can commence on time; answering basic enquiries; cleaning in the clubhouse and around the courts.
- 20.5 Any team not completing their Clubhouse Duty when rostered shall be penalised 2 competition points for each duty missed.
- 20.6 A sign on sheet for Clubhouse Duty will be kept including the name of the persons on duty, club and team they represent and their starting and finishing time on duty for the purposes of determining any penalties to apply, this will be kept at the front of the clubhouse.

21 MEETINGS

- 21.1 Each club must be represented by at least one delegate at General Association meetings.
- 21.2 The compulsory meetings will be advised by BNA. Any club not represented shall be penalised 1 competition point per team for each meeting missed.
- 21.3 The AGM may be held in another location due to Public Health restrictions, allowing clubs to have 2 club delegates represented for voting purposes.

22 COVID-19 RESTRICTIONS (subject to change at any time)

22.1 Before participating in any netball activity, participants should not attend training or play in a match if

22.1.1 unwell or had any flu-like symptoms and/or tested positive to Covid-19.