

# **LOWER CLARENCE NETBALL ASSOCIATION INC.**



## **GRADING AND COMPETITION POLICY & PROCEDURES**

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Grading and Competition Policy & Procedures

## 1 Grading

- 1.1 Competition Entries: Clubs shall register teams on Play HQ with full details of a minimum of seven (7) and up to twelve (12) players' names by the closing date for the relevant competition as notified in the 'Calendar of Events'.
- 1.2 LCNA offer an early bird entry fee for those who register as per the dates put down in the 'Calendar of Events'.
- 1.3 All grading shall be based on names submitted on Play HQ and previous playing experience.
- 1.4 The club nominates the preferred grade for their teams, with the Grading & Competition Committee having final assessment of the grades. The Committee consists of the LCNA Recorder, one representative from each club and one LCNA Executive.
- 1.5 The Grading & Competition Committee will convene a meeting prior to grading day.
- 1.6 If the Grading & Competition Committee decide grading changes need to be made after the competition has started any changes to the division will be made after the 3rd game and before the 4th game.
- 1.7 If there are extenuating circumstances surrounding grading, the Grading & Competition Committee will seek further clarification from the President before publishing final grading.
- 1.8 A team cannot consist of more than twelve players at any one time. Any player, having played a game or not and having left the Club, may be deregistered by notifying the appropriate Registrar before any new registration is made.

## 2 Registration

- 2.1 A family who has more than two (2) players in the Association are eligible for a discount decided at the AGM. The discount voucher shall be requested through clubs prior to registration, no refunds will be processed retrospectively.
- 2.2 A de-registered player may only be re-registered in the same grade or higher for the duration of the competition.

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- 2.3 Any change to the name of a player already registered is to be advised to the Registrar.
- 2.4 Late registrations are to be submitted in Play HQ by a Club official and information disseminated to the Executive.
- 2.5 After a team has been graded, any late registration should be of an equal playing standard. The Grading & Competitions Committee may reject a late registration or re-grade the team where it considers the inclusion of the player would affect the grade of the team.
- 2.6 If a team plays an unregistered or ineligible player, the team will forfeit the game. Any further penalty will be considered by the LCNA Executive.
- 2.7 Registered players from a withdrawn team, still wishing to play, may have their registration transferred to another team or Club at the discretion of the Grading & Competition Committee. To be eligible to play in the final series the transferred player must have played at least three (3) games with the team to which they have transferred.

### **3 Format**

- 3.1 The format of the Winter Competition shall be graded into Senior, Intermediate and Junior grades as well as NetSetGO.
- 3.2 Teams will be graded with flexibility and taking into account experience and playing ability, based on the following:

Net: Preschool/Kindergarten

Set: Year K/1/2

GO: Year 3/4

Juniors: Year 5/6 (Ages 10 – 12 years)

Intermediate: Year 7/8/9 (Ages 13 – 15years)

Senior: (16+

The minimum age for any player to play in the Senior Division is turning thirteen in the year of play.

Players 13+ may register in a second team in the Senior Division, providing they are also registered and playing in a team in Intermediate division. A second registration will attract a second LCNA competition fee.

Players may only play in two games per Saturday for athlete load, health and wellbeing.

- 3.3 Not more than eight (8) teams shall participate in each division, except in special circumstances.

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3.4 Competition dates will be decided at the Council meeting immediately following the AGM.

#### **4 General Rules**

4.1 Competition Rules and Procedures are available on the association website.

4.2 Matches will be played on hard courts.

#### **5 Draws**

5.1 Copies of Draws for each team taking part in the competition are available on the LCNA website and through Play HQ.

#### **6 Uniform**

6.1 All club/team uniforms must be approved by the Association. Players must play in their matching club/team uniform except where prior approval has been given. Clubs upon affiliation will register their club colours. It is the responsibility of each club to provide uniforms prior to commencement of the competition.

6.2 Clubs with more than one team in any grade must supply different coloured position patches. Where clubs of a similar colour are playing each other, the first named team in the draw are to supply different coloured position patches.

6.3 Clubs may adopt the wearing of inclusive uniforms for all players as per the policy: <https://nsw.netball.com.au/inclusive-uniforms>

#### **7 Competition**

7.1 A player may play in their registered team and play one extra game in the division/grade higher on a Saturday. Any further games played on that day will result in a forfeit against the team in which the substitution was made. No player will be permitted to play in three games on any day.

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- 7.2 A player cannot substitute in another team in the same division, the penalty will be a forfeit against the team in which the substitution was made.
- 7.3 A player may substitute in a higher division 5 times during the regular rounds of the season. However, the player must only play in their original registered team during the final series.
- 7.4 A team may use up to two (2) substitutes in any one game from a lower division within their own club as long as five (5) of their registered team players are on court. If a team is found to have less than five (5) of their registered team players, the game will result in a forfeit against that team.
- 7.5 Allowances may be made for Iluka Club Teams.
- 7.6 Timing of Competition round games will be controlled by the control office (hooter). The game will start and finish on the umpire's whistle. No extra time is allowed for a late start.
- 7.7 The competition shall be conducted on a point score basis as below:
- 3 points for a WIN (whether through a game played or through a forfeit)
  - 2 points for a DRAW
  - 1 point for a LOSS
  - 3 points for a BYE
  - 0 for LOSS by forfeit
- 7.8 If in the opinion of at least two (2) of the Executive Committee, games are unable to be played due to inclement weather as per Netball NSW Adverse Weather Conditions Policy or the condition of courts each team will receive two (2) points. Games which have completed half of the playing time will result in the score at that time as the final score. If less than half of the playing time is completed each team will receive two (2) points. Points shall be awarded for all other games played on that day.
- 7.9 In the event of no play the decision will be conveyed to clubs as soon as possible. It is then the clubs' responsibility to relay the information to their teams.
- 7.10 Each game is to have an approved match ball, supplied by LCNA.
- 7.11 LCNA has adopted the use of rolling substitutions as per Netball NSW policy.

## 8 Forfeits

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- 8.1 A team may claim a forfeit five (5) minutes after the time set down for the commencement of the game, if the opposing team does not have (5) players in uniform on court ready to play.
- 8.2 If neither team has five (5) players present and ready to play, the game will be declared abandoned and no points will be awarded to either side.
- 8.3 Any team forfeiting three (3) consecutive games may be excluded from the remainder of the competition.

## **9 Injury or Illness**

- 9.1 The umpires hold time for blood when noticed or for injury/illness when requested by an on-court player.
- 9.2 The player concerned must leave the court within 30 seconds to receive any treatment off the court. The timekeepers advise the umpires when 10 seconds remain.
- 9.3 During the stoppage both teams may make substitutions and/or team changes.

## **10 Scoresheets**

- 10.1 Each team shall provide a scorer for competition round games. The scorers must sit together.
- 10.2 A score sheet having been signed by both captains and umpires and lodged with the Control office will not be returned to any team for any correction. No disputes will be entered into regarding score sheets.
- 10.3 Full given and surnames to be printed on scoresheets. Names are to be as registered on original entry form.
- 10.4 Names of Players taking the court must appear on the scoresheet with player signatures. Players who are playing up must write their name in the space provided and sign beside their name. This is not applicable for Set players.

## **11 Umpires**

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- 11.1 Umpires must at all times comply with the Umpire Convenors instructions.
- 11.2 Umpires for games will be allocated by Umpire's Convenor and/or Umpires Committee. All team umpires must sign on before taking the court to play their own game. If teams do not fulfil their umpiring duty where appointed the team's game will result in a forfeit against them.
- 11.3 When a club/team is required to provide Umpires at any game it is the club/team's responsibility to see that such Umpires are capable of controlling that game.
- 11.4 Umpires cannot be changed during a game without the consent of the Umpire's Convenor and/or Umpires Committee.
- 11.5 Teams involved in a forfeited game must still fulfil their umpiring duties.
- 11.5 Umpires for final series will be allocated by the Umpires Convenor.
- 11.7 The Umpire's Convenor has the right to replace any Umpire she/he feels is incapable of controlling a game.
- 11.8 The umpires shall be responsible for returning the game ball and forwarding score sheets to the Control office ensuring all details are completed.

## **12 Final Series**

- 12.1 The finals series games will be timed and scored individually. Timers and scorers will be allocated by the LCNA Executive. Injury time must be added to the quarter in which the stoppage occurred.
- 12.2 If two or more teams finish on equal points after the final round games, positions for semi-finals shall be decided on goal averages as decided by Play HQ. When a team receives a forfeit, this will be entered in Play HQ as a 10-nil forfeit win (this represents the goal difference, not the score).
- 12.3 Players need to have played three (3) games with the relevant team, to qualify for the final series. Games abandoned due to heat or wet weather conditions do not count as played games. Games where a team has received a forfeit shall be considered played games.
- 12.4 The final series are to be played on dates set in the calendar.
- 12.5 The finals series will be set as follows. Semi-finals – 1st place getter plays 2nd place getter; 3rd place getter plays 4th place getter. The winner of first

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semi-final will proceed straight to the grand final. Final – the loser of first semi-final will play winner of second semi-final, and the winner of that game will proceed to the grand final.

- 12.6 In the finals series extra time must be played if equal at full time. There shall be a two (2) minute interval at the end of fulltime. Substitutions are permitted. Five (5) minutes each way is played according to the playing rules. In the event of a tie remaining, a visual signal shall be used to indicate that play shall continue until one team has a two (2) goal advantage.
- 12.7 Any team found playing an ineligible player (see clause 13) in the final series will be considered to have lost that match in which the ineligible player has taken part.
- 12.8 Any player found to be ineligible to take part in the final series will not be permitted to take any further part in the final series.
- 12.9 An award shall be presented to the winning and runner-up team in each division.

### **13 Coaches**

- 13.1 All Club Coaches must be registered members of the Association. It is recommended that all coaches completed as a minimum the online Community Coaching General Principles course or Foundation Coaching Course.