

1. General

- 1.1. In order to take the court, players must be registered members of EUROBODALLA NETBALL ASSOCIATION.
- 1.2. Playing divisions will be NetSetGo Competition, Juniors, Intermediates, Cadets and Seniors. The number of grades will depend on the teams entered.
- 1.3. A member of the ENA Executive Committee will be on duty during competition games to answer any queries, which may arise.
- 1.4. Teams will be subject to disqualification from the competition after three (3) un-notified forfeits. Teams must show cause to ENA as to why they should be allowed to remain in the competition.
- 1.5. All score sheets must be filled in completely and correctly each week.
 - 1.5.1. Junior players must have their names ticked off if they are present or have 'ABSENT' written by their name if they are away.
 - 1.5.2. Senior players **MUST SIGN** the score sheet each week or have **'ABSENT**' written beside their name if they are away.
 - 1.5.3. Substitutes must write their name LEGIBLY, SIGN their name and write their ORIGINAL TEAM, AGE, GRADE & TEAM name in the CORRECT BOX labelled 'Players playing up' below the team list.
 - 1.5.4. Failure to sign/fill in the score sheet correctly will result in the loss of one (1) point for every player in breach, to a maximum of three (3) points per team, per round.
 - 1.5.5. Signing the score sheet will equate to a player taking the court.
- 1.6. Requests for Netball NSW refunds are submitted by ENA to Netball NSW on formal request by the club and must be submitted one week prior to competition commencement. Refund of ENA fees may occur as long as a player has not taken the court at any time throughout the season at the discretion of ENA registrar & treasurer. Vouchers for ENA fees upon transfer between clubs are issued by ENA registrar on request of the transferring club.
- 1.7. Any team that plays an unregistered player will result in a loss of TWO (2) points to the offending team, as a penalty.
- 1.8. Males can only play up to the age of 12.
- 1.9. Team officials, bench players and spectators are not to move up and down the side-line during the game.
- 1.10. Show RESPECT FOR EVERYONE!



2. Games

- 2.1. Playing time slots will be decided by the ENA Executive at the beginning of each competition.
- 2.2. Games will start and end on the umpire's whistle. 30 SEC Injury time will be allowed during games but WILL NOT BE ADDED to games EXCEPT in the case of FINALS SERIES.
- 2.3. Junior games will consist of 4 quarters of 12 mins each with 2/3/2 min breaks in between quarters. Intermediate & senior games shall consist of four quarters of fifteen (15) minutes each, with 3/5/3 min breaks in between quarters half time. Teams shall change ends after each quarter.
- 2.4. Teams must have at least five (5) registered players of the team, in full uniform, ready to take the court within five (5) minutes of the scheduled starting time, and the score sheet completed correctly. ONCE THE UMPIRE HAS COMMENCED THE GAME & if a team hasn't taken the court within 1 minute of the umpire's whistle then this will be deemed a forfeit and TWO (2) points awarded to the team on court.
- 2.5. Games Points Score points awarded
 - 2.5.1. TWO (2) points to winning team
 - 2.5.2. TWO (2) points to team forfeited to
 - 2.5.3. ONE (1) point to both teams on a drawn game
 - 2.5.4. ZERO (0) points for wet weather/cancelled games
 - 2.5.5. ZERO (0) points for team forfeiting if the notification is not given by the correct time (see 2.6).
 - 2.5.6. ZERO (0) points to be awarded for a bye, if you are not rostered to play
 - 2.5.7. TWO (2) points to each team playing a rostered bye game (normal forfeiting rules apply).
 - 2.5.8. ZERO (0) points to a team with five (5) able players which withdraws from a game after the game has started. In the event of a count back, the goals 'for and against' from this game would not count toward the tally for the withdrawing team.
 - 2.5.9. TWO (2) points awarded to the team withdrawn against. In the event of a count back, the goals 'for and against' from this game would count TOWARD the tally FOR the team withdrawn AGAINST 20/0.
 - 2.5.10. Further, if such a withdrawal occurs and is stated as due to injury, thus leaving the withdrawing team with less than five (5) able players, the details of the player injured and the nature of their injuries is to be recorded on the back of the score sheet. In the absence of adequate information, the penalty will apply as stated.
- 2.6. Any teams FORFEITING must notify the relevant convenor & opposing teams by 5 pm (FRIDAY afternoon) before the scheduled match. If by 0830 the morning of a penalty of minus TWO (2) points & a FINE of \$40 (the tally would be the value of 2 badged umpire's payments). This fine shall be paid before the forfeiting team takes the court for their next match
- 2.7. Wet weather games are not to be made up unless deemed by the Games Convenor to have a bearing on the Finals Series. If some teams in a division have completed games, the round must be played for that division only, at an appropriate time. Any game abandoned, at or after half time, in the event of wet weather, or a significant incident, as determined by games convenor, or in their absence two other executive of the Association is deemed to be a



completed game. Games abandoned or cancelled by ENA are considered as games played by all players registered in the team prior to that date.

2.8. Each team should SUPPLY A SCORER for their match. Scorers should STAND TOGETHER near the centre of the court and jointly carry out the responsibilities of scoring. At the end of the game the Captain of the WINNING team is responsible for taking the score sheet to the control room window.

3. Competitions

- 3.1. The Juniors and Seniors are separate competitions within ENA. NetSetGo Competition is connected to the Junior Competition and the Intermediates and Cadets are connected to the Senior competition.
- 3.2. There is a minimum of four (4) teams in each grade at the discretion of the Grading Committee.
- 3.3. Teams will be allocated to divisions at the tabletop grading day at the beginning of the season, all club registrars are invited to attend this day.
- 3.4. If a team is deemed unsuitable for their division teams can be moved into a more suitable division up to round 4 at the discretion of the ENA committee. After round 4 there will be no further changes to the divisions.
- 3.5. A Junior player registered in the Seniors Competition only cannot then Sub into a lower grade (inters or cadets) without being double registered first.
- 3.6. If Junior Competition teams have more than 7 players present at their games, all players must play at least HALF a game, including the Finals Series.
- 3.7. In exceptional circumstances players may be considered to participate in one age lower than their actual age group, but this must be approved by ENA.
- 3.8. Requests for any player playing outside their age division must be made in writing to the ENA Executive or the ENA Executive Grading Committee (President, Junior or Senior Games Convenor and Coaching Convenor) before they are registered in a team.
- 3.9. A junior player 15 years and older may double register WITH an intermediate team and/or a cadets and/or senior team, WITHIN their club. They cannot play in three divisions. The senior registration fee shall be the payable fee if playing in the seniors division. A junior player (12's) may double register into an intermediate team within their club, refer to 4.3.3. The intention of double registering players is it occurs in exceptional circumstances only not for the majority of players (eg a talented junior player wanting to play both with their peers and at a more advanced level), it is expected clubs would only have 2-3 players double registered.
- 3.10. Any team playing an unregistered player shall lose TWO (2) competition points for each game that an unregistered player plays & no player shall play in the competition until all registration fees have been paid unless a written request has been agreed upon with ENA.



- 3.11. JUNIOR teams may register with a minimum of 8 players & a maximum of 10 registered players. INTERMEDIATE, CADET & SENIOR teams may register with a minimum of 8 players & have a maximum of 12 registered players.
- 3.12. Junior players shall be under the age of 12, Intermediate players shall be under the age of 16yrs, and Cadet players shall be under the age of 18yrs at the 1st January in the year they play.
- 3.13. A Junior, Intermediate or Cadets team must have no more than 4 current (ie 2023) representative players in their team.
- 3.14. The fixture will be released by ENA within two weeks of the tabletop grading day or one week prior to commencement of the competition, whichever date is earlier. The fixture may be amended at the discretion of the ENA convenor and committee however team allocation to each division will not change after Round 4.

4. Substitution Rules

- 4.1. A breach of any of the rules below will result in the game being declared a forfeit with a loss of TWO (2) match points plus a loss of a further one (1) match point to the offending team, as a penalty. This is at the discretion of the Executive committee.
- 4.2. Players may play up within their own club but not down or across.
- 4.3. Junior players may substitute up TWO (2) grades for a maximum of 5 games per player;
 - 4.3.1. 10 year olds may substitute into a 11/12 team, 9 year olds cannot substitute into a 11/12 team.
 - 4.3.2. 10 year olds are NOT permitted to substitute into the Intermediates or seniors.
 - 4.3.3. 11 and 12 year olds may substitute into an intermediate team with parental permission and be of suitable standard & have approval of junior convenor. If the intermediate's division is divided in to 2 grades, a 12 year old may only play in the Inters2 grade.
 - 4.3.4. 13 and 14 year olds are only permitted to substitute into Cadets and SENIORS team with parental permission and be of suitable standard & have approval of the junior & senior convenor. Clubs may request preapproval for selected players
- 4.4. A player within their own age division may substitute UP for any one team five (5) times throughout the season. <u>Players must have played a minimum of five (5) games in their original team to be able to play their fifth game in a higher graded team.</u> When the player subs into that same team for a fifth time they will be moved permanently into that team and are not allowed to play again for the original team. In the case of a junior (15 16 years) subbing into a senior team for a fifth time, the junior CAN BE DOUBLE registered into the seniors team and will still be allowed to play in the junior/intermediate team as the juniors and seniors are different competitions.
- 4.5. If a player plays five (5) or more games for another team and then plays again for the original team, both these teams shall be considered as offending teams and shall lose two (2) points and the game shall be declared a forfeit.



- 4.6. If a player is deemed to be registered in a higher grade team after playing up five (5) times, and this brings the number of registered players in the team to thirteen (13), then the team must deregister one player and that player may not play for that club again in that competition.
- 4.7. When seven (7) or more of the original team are present and able to play, subbing of other players is NOT ALLOWED. (For example, if a team has 5 players available to play then only 2 players may be subbed to bring the team to 7, if 6 present then only 1 player can be subbed to make 7. A team cannot have a spare sub on the bench. Any breach of this rule and the game will be classed as a forfeit against the infringing team. However, should an injury/illness or emergency prevent a member of the original team from playing or continuing to play, then a SUBSTITUTION is allowed provided normal substitution rules are followed and the reason is clearly noted on the back of the score sheet. Should a substitution occur without reason being noted on the score sheet then a penalty of loss of two (2) match points will be made against the infringing team.
- 4.8. Substitution on court is unlimited; during an interval, in the event of injury or illness, in the event of a stoppage.
- 4.9. When playing a player up from a lower grade, on the score sheet substitutes must write their name LEGIBLY, SIGN their name, their age, grade and team name in the correct box labelled "PLAYERS PLAYING UP" below the team list.
- 4.10. Failure to sign onto the score sheet correctly will result in the loss of one (1) point for every player in breach, to a maximum of three (3) points per team, per round. Juniors can sign their score sheet which is best practice for their progression into the intermediate/senior competition eventually, however if missed then the box is ticked as played by the coach/team manager or scorer. If a player arrives late and approaches the umpire who states "please complete at the end of the game " then it stands that they may do so at the end of the game.
- 4.11. Signing the score sheet will equate to a player taking the courts therefore subs should not sign onto the score sheet unless they take the court.

5. Umpiring requirements - Refer to ENA UMPIRING POLICY.

6. Finals Series

- 6.1. Semi Finals 1 v 2 and 3 v 4
 Finals loser of 1 v 2 plays winner 3 v 4
 Grand Finals Winner of 1 v 2 from semis plays winner of Finals.
- 6.2. With the approval of ENA Executive, the Finals Series TIMES may be varied during the season as the need arises.
- 6.3. A count back of goals will apply where teams are equal on points to determine positions for semi-finals, as calculated in PlayHQ.
- 6.4. To be eligible to play In the Finals Series, players must have played at least three (3) games in their original graded team to be eligible for the finals series in that team. Exemption from this



rule will be granted where clubs are able to provide a medical certificate outlining a player's reasoning for not meeting this game requirement.

- 6.5. All Grand Finals should be played on the day set by the Association, but if a finalist is unable to field a full team on this day and a mutually acceptable time, prior to the Grand Final can be found, the teams may play provided umpires are available. The onus is on the team seeking the change of date to reach agreement. If no agreement can be made, the game will remain scheduled for Grand Final Day.
- 6.6. In the Finals Series, TEAMS WHICH DO NOT HAVE SEVEN (7) team members that are fit and able to play, MAY REQUEST IN WRITING, as soon as possible, permission from the appropriate Games Convenor and approved by two (2) Executives, to play a player from a lower division team including NSG Netta, in their own club, who is not already involved in the Finals Series. The request must include a detailed explanation of the circumstances leading to the request, an injury has to be substantiated by a medical/physiotherapist certificate.
- 6.7. In the Finals Series, injury time is added to the end of the last quarter.
- 6.8. Drawn Games
 - 6.8.1.If there is a draw, a two (2) minute interval shall be taken. Notify Control teams are to change ends and may make substitutions and/or changes. The umpires will indicate which team has the next centre pass. Play will commence on the umpire's whistle and the game will continue for two (2) seven (7) minute halves. A one (1) minute interval shall be taken at half time teams are to change ends and may make substitutions and/or changes.
 - 6.8.2. If a draw still exists at the end of extra time play continues without a break until one team has a two (2) goal advantage.