



# Eurobodalla Netball Association

## COMPETITION POLICY Winter 2025

### 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, Juniors, Seniors (competitive) and Seniors (Social). Competition may be divided into grades depending on the number of teams entered.
- 1.3. A member of the ENA Council (ENA or Club committee member) will be on duty during competition games to answer any queries, which may arise. A roster system may be developed at the beginning of the competition to facilitate this.
- 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. 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. Males can only play up to the age of 12.
- 1.8. Team officials, bench players and spectators are not to move up and down the side-line during the game.
- 1.9. **Show RESPECT FOR EVERYONE!**

### 2. Games

- 2.1. Playing time slots will be decided by the ENA Executive at the beginning of each competition.



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- 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. NetSetGo and Junior games will consist of 4 quarters of 12 mins each with 2/3/2 min breaks in between quarters. 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) eligible players, 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 to Junior and Senior (competitive) games only
  - 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
  - 2.5.6. ZERO (0) points to be awarded for a bye.
  - 2.5.7. 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.
  - 2.5.8. 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.
  - 2.5.9. 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.
  - 2.5.10. A mercy rule applies when a team reaches a 30 goal lead, scoring will stop and this will be the final score recorded.
- 2.6. Any teams FORFEITING must notify the relevant convenor & opposing teams by 5 pm (FRIDAY afternoon) before the scheduled 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



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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.
- 3.2. Grading of junior teams will occur at the beginning of the season at either a gala or table top grading day, at the discretion of the grading committee, with all club registrars participating in the co-ordination and organisation of this day. If more than 7 Senior (Competitive) teams enter they 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. There is a minimum of four (4) teams in each grade
- 3.3. 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.
- 3.4. The fixture will be released by ENA one week prior to commencement of the competition. 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.
- 3.5. NetSetGo Competition
  - 3.5.1. Players shall be under the age of 10 years at the 1<sup>st</sup> January in the year they play.
  - 3.5.2. Modified rules are played as outlined by Netball NSW
  - 3.5.3. Teams may register with a minimum of 8 players & have a maximum of 12 registered players, all players must play at least HALF a game
- 3.6. Junior Competition
  - 3.6.1. Junior players shall be under the age of 14yrs at the 1<sup>st</sup> January in the year they play.
  - 3.6.2. JUNIOR teams may register with a minimum of 8 players & a maximum of 10 registered players.
  - 3.6.3. 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.
  - 3.6.4. 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.
  - 3.6.5. 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.
  - 3.6.6. A junior player (13 years and older may double register into a senior team. 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.
  - 3.6.7. A Junior player registered in the Seniors Competition only cannot then Sub into a lower grade without being double registered first.
  - 3.6.8. A Junior team must have no more than 4 current (ie 2025) representative players in their team.



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3.6.9. When a team is short players substitution players may be used from any club or team with permission from both the team the player is registered in and the opposing team for the game being played. Substitute players must be registered with Eurobodalla Netball Association's current competition at the same grade or below (cannot play down from higher grade).

### 3.7. Senior (Social) Competition

3.7.1. Teams select to play senior social competition at registration, no grading of teams.

3.7.2. Players shall be over the age of 14yrs at the 1<sup>st</sup> January in the year they play.

3.7.3. Teams may register with a minimum of 8 players, there is no maximum of registered players.

3.7.4. Substitution players must be registered with Eurobodalla Netball Association's current competition

### 3.8. Senior (Competitive) Competition

3.8.1. Players shall be over the age of 14yrs at the 1<sup>st</sup> January in the year they play.

3.8.2. Teams may register with a minimum of 8 players & have a maximum of 12 registered players.

3.8.3. 13 and 14 year olds are only permitted to substitute into a SENIORS team with parental permission and be of suitable standard & have approval of the junior & senior convenor. Clubs may request preapproval for selected players

3.8.4. A player may substitute UP for any one team five (5) times throughout the season. 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 (-under 14 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.

3.8.5. 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.

3.8.6. 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.

3.8.7. 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 score sheet then a penalty of loss of two (2) match points will be made against the infringing team.

3.8.8. 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. Players may play up within their own club but not down or across, a breach will result in the game being declared a forfeit.



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- 3.8.9. Substitution on court is unlimited; during an interval, in the event of injury or illness, in the event of a stoppage.
- 3.8.10. 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. 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.
- 3.8.11. 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.
- 3.8.12. While play is in progress, any team may choose to use rolling substitutions as outlined by NSW Netball provided the rolling substitution is performed with players on the team bench who have been named on their team sheet. The rolling substitution stands in line with the centre circle and before leaving the designated area, the substitute tags (with hands) the player leaving the court.

#### **4. Umpiring requirements - Refer to ENA UMPIRING POLICY.**

#### **5. Finals Series**

- 5.1. Finals series applies to Junior and Senior (Competitive) competitions only. NetSetGo and Senior (Social) do not play finals series.
- 5.2. 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.
- 5.3. With the approval of ENA Executive, the Finals Series TIMES may be varied during the season as the need arises.
- 5.4. A count back of goals will apply where teams are equal on points to determine positions for semi-finals, as calculated in PlayHQ.
- 5.5. 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.
- 5.6. 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.
- 5.7. 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.



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5.8. In the Finals Series, injury time is added to the end of each quarter.

5.9. Drawn Games

5.9.1. 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. Junior Games will continue for two (2) five (5) minute halves and Senior games 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.

5.9.2. 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.