

COMPETITION RULES

WINTER (OR Main) COMPETITION

1. Team registrations shall close on a date to be fixed at the Annual General Meeting, or in exceptional circumstances a Special Meeting. All team registrations are to be submitted electronically and the Club must supply evidence of payment of the appropriate fees before the team registrations will be accepted for Grading.
2. Teams to consist of the following:
 - Under age teams, where team members are registered as "Junior Player" or younger, a minimum of seven players and a maximum of ten players.
 - Teams in grades which include members registered as "Senior Player" a minimum of eight players and a maximum of twelve players.
 - **Clubs/Teams** are not permitted to register more than two players 15 years old in a senior team with the exception of the 18 year old age group.
3. As resolved from time to time by SSNA Council a whole representative team may be invited to play in the Competition.
 - They will play in a suitable grade as decided through consultation between the relevant Grading and Selection Panels;
 - They will participate in the grade and the relevant point scoring will apply to such games;
 - They will not be eligible for the Final series should they qualify and the next ranked team will be invited to participate.
4. After Association Registration day, the only team entries to be accepted will be those, which take up byes in the corresponding age groups.
5. The competition will be conducted in age groups as decided by SSNA Council from time to time.
6. A player's age on the 31st December in the current year will determine their qualifying age for the Competition.
7. Players with a disability – All Ability Players - shall play in a separate division with open and mixed age groupings.

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PLAYING REGULATIONS

1. Players must be registered as Registration Policy.
2. Teams shall play with no less than five (5) players registered in that team on the court at any time.
3. The players taking the court should have their playing positions noted on the score sheet prior to taking the court. Substitutes playing positions should be recorded on the score sheet immediately prior to taking the court.
4. When borrowing players:-
 - only two (2) 13, 14, 15 yrs old players may play in a senior grade, this includes players who are officially registered in that team.
 - 10, 11, 12 yrs players may not play in a senior grade.
 - 8 and 9 yrs players shall only play up to 2 years higher than their registered age group.
5. No player shall play in a lower grade or age group than that in which they are registered.
6. A player from a lower grade may play in a higher grade BUT having played three matches in the higher grade, they shall be considered to be a player of the higher grade.
7. When a Club is fielding more than one team in any one grade, players may not interchange in that same grade.
8. If a team plays an unregistered player, or a registered player/s plays under another player's name or uses the photograph of another player, the following penalty to be incurred
 - The match to be awarded to opposing team, that is the loss of two competition points and no goals to be recorded for the infringing team.
 - The infringing team to be fined the appropriate sum (as per currently notified fines) and further penalties may be imposed by the Executive Committee e.g. "suspension/disqualification of the player and/or the team."
9. To be eligible to play in the semi-final or final matches, a player must have played three competition matches with that team
PENALTY - disqualification of the team.

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10. To be eligible for an Association trophy, a player must have played at least three competition matches with a team.
11. If it is necessary for a team to upgrade a player to complete their three (3) matches with a higher graded team and it should be wet or a win on forfeit on the third match, it will be necessary for the Club to advise the SSNA by 5.00 pm on that day to enable the player to be recorded as having played in that team on that day.
12. If a Club records the name of an unregistered player on the score sheet, the Club shall be given seven (7) days to prove that the person who played under that name is one and the same as a person who is registered with the Association Registrar. This proof shall be in the form of a Statutory Declaration, to the Association Registrar. Failure to submit such proof within seven (7) days shall result in the loss of two (2) competition points.
13. That any forfeits given in semi-finals, finals and grand finals shall stand so that no other teams are brought up to fill that forfeit.

BORROWING PLAYERS

BORROWING PLAYERS – ONLY GAME

1. Players may only be borrowed from teams within the same club.
2. If a player is borrowed by another team, and it is the **ONLY** game she is playing on that play day, she may be borrowed from any team which is of a **lower grade in that age group** or from **any grade in any lower age group** which is eligible. However if a senior team already has two (2) 13, 14, 15 year old players registered in that team they are not permitted to borrow any more players of those ages.
3. If the borrowed player is playing her **ONLY GAME** of the day in a higher team she is regarded as a full member of the team for that game and can be played even if the team has 7 or more of their original players. She can be used as a substitute if needed.
4. The borrowed players name must be written on the score sheet with her **registered team** and the words **"ONLY GAME"** recorded beside her name. Failure to do so will incur a loss of two points.

BORROWING PLAYERS – 2ND GAME

1. Players may only be borrowed from teams within the same club.

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2. A player can take part in a maximum of two competition games on any play day – the team in which she is registered and a team in a grade or age group for which she is eligible to be borrowed.
 - If Junior Representative teams are invited to join the Competition, those players may only play in their Club team and Representative team on any day.
 - Junior Representative Players may only play a second game in in an higher A grade team.
3. The player playing 2nd game (regardless of age) **must register at control, with their photo, before taking the court** for the borrowing team. If a player does not have her netball photo (or if her photo is unavailable at control) a photo licence or official photo I.D. will be accepted. 8 or 9 years playing into 10s or 11s will not need a photo.
4. Teams may borrow as per the current 2nd Game Chart

However if a Senior team already has two(2) 13, 14, 15 year old players registered in that team they **are not permitted** to borrow any more 13, 14, 15 year old players.
5. The 2nd game player can only play if the team that has borrowed her has less than seven (7) players capable of taking the court. The borrowed player's name must be one of only seven (7) names written on the score sheet and she must have her **registered team recorded beside her name.**
6. The **only** time a score sheet can have eight (8) names is if a 2nd game player goes on the court as one of the seven (7) players at the beginning of the game and an original team player who is capable of playing arrives late to the match. When the original team player arrives she **must** take the place of the borrowed player at the beginning of the next quarter. The borrowed player must take no further part in the game. In this case **you must note beside the name of the late arrival that she was late for the game.**
7. A 2nd game player cannot be put on the court at any time after the commencement of the game as a **substitute** (i.e. to replace a player injured or ill). **However**, if the team is playing with less than seven (7) players she may take the court at any time up until $\frac{3}{4}$ time providing that her name is one of only seven (7) on the score sheet.

Any infringement of the 2nd game rule will result in a loss of two (2) points for the team who borrows the player, and the loss of all goals for, goals against will be recorded.

METHOD OF PLAY IN FINAL SERIES – WINTER COMPETITION

Semi-finals:

1 plays 2 (winner goes to Grand Final. Loser plays winner of 3 plays 4 in the finals)

Finals:

Loser of 1 v 2 plays winner of 3 plays 4

Grand Finals:

Winner of 1 v 2 from semis, plays winner of Finals. There will be no right of challenge.

IN THE CASE OF A DRAWN GAME – WINTER COMPETITION

Normal rounds

If the score is even at full time each team shall be awarded one (1) competition point

Semis and finals.

If the score is even at full time, and after injury time has been taken there will be an interval then teams are to change ends and an extra five minutes each way will be played with no break i.e. teams change ends and play continues. Then, if still a draw, play shall continue and the first team to have a two-goal advantage will be declared the winner.

Grand Finals

If the score is even at full time, and after injury time has been taken, there will be an interval then teams are to change ends and play an extra five minutes each way with no break i.e. teams change ends and play continues. Then if still a draw, **JOINT WINNERS** will be declared.

CLAIMING FORFEITS

1. Fines as determined from time to time by SSNA Council, and visible on the SSNA website, will apply to teams which forfeit without due notice or withdraw from a competition.
2. A forfeit may be claimed if the opposition cannot field the minimum team of five (5) players within five minutes of commencement of play.

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If courts and umpire are available and opposition team has five (5) players then play must commence on time. A forfeit may be claimed if this team refuses to play.

3. Teams claiming forfeits should complete and sign score sheet as usual.
4. A fine will be enforced for under age and seniors teams forfeiting on the day of play, plus the loss of 2 competition points subject to extenuating circumstances.
5. A fine will be imposed on teams who withdraw from our competition throughout the season. The teams concerned to pay the fine, subject to extenuating circumstances and Executive decision.
6. Forfeiture after commencement of play will award the opposing team the 2 points and normal procedures for recording the score.
7. If a team forfeits on more than three occasions, this team will be automatically withdrawn from the competition and will not be permitted to register as a team in the next year's competition.
8. Teams forfeiting on Days 13 and 14 shall produce reasons for the forfeit in writing. Failure to do so will incur a fine.

TWILIGHT AND SUMMER NIGHT COMPETITION

1. Team registrations shall close on a date to be fixed at the designated General meeting. All team registrations are to be submitted electronically and the Club must supply evidence of payment of the appropriate fees before the team registrations will be accepted for Grading. Individual teams will be registered under the umbrella of the SSNA Summer Night NC but will be considered stand-alone.
2. The Summer Night Competition will be open to Mixed and Female teams and Divisions will be graded as appropriate to the players skills and with due consideration to the number of teams entering the Competition.
3. The Twilight Competition will be open to Mixed and Single Gender teams and will be graded on the skill ability of the players.
4. Teams to consist of the following:
 - Twilight - Under age teams, where team members are registered as "Junior Player" or younger, a minimum of seven players and a maximum of ten players.

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- Summer Night - Teams in grades which include members registered as "Senior Player" a minimum of eight players and a maximum of twelve players.
Clubs/Teams are not permitted to register more than two 12 - 15 year old players in such a team .
5. After Association Registration day, the only team entries to be accepted will be those, which take up byes in the corresponding Divisions.
 6. The competition will be conducted in Divisions as decided by the Summer Night Committee from time to time.
 7. A player's age on the 31st December in the current year will determine their qualifying age for the Competition.

PLAYING REGULATIONS

1. Players must be registered as per REGISTRATION POLICY.
2. Teams shall play with no less than five (5) players registered in that team on the court at any time.
3. The players taking the court should have their playing positions noted on the score sheet prior to taking the court. Substitutes playing positions should be recorded on the score sheet immediately prior to taking the court.
4. When borrowing players:-
 - only two (2) 13, 14, 15 yrs. old players may play in a senior team, this includes players who are officially registered in that team.
 - 8, 9, 10, 11, and 12 yrs. players may not play in a senior team.
 - 12years and under players shall only play up to Twilight Divisions as determined by the Summer Night Committee from time to time.
5. No player shall play in a lower Division than that in which they are registered.
6. A player from a lower Division may play in a higher Division BUT having played three matches in the higher Division, they shall be considered to be a player of the higher Division.

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7. When a Club is fielding more than one team in any one Division, players may not interchange in that same Division; except at the discretion of the Summer Night Competition when approached.
8. If a team plays an unregistered player, or a registered player plays under another player's name or uses the photograph of another player, the following penalty to be incurred:

The match to be awarded to opposing team, that is the loss of two competition points and no goals to be recorded for the infringing team.

The infringing team to be fined the appropriate sum(as per currently notified fines) and further penalties may be imposed by the Executive Committee e.g. "suspension/disqualification of the player and/or the team."

9. To be eligible to play in a semi-final or final matches, a player must have played three competition matches with that team

PENALTY - disqualification of the team.

10. To be eligible for an Association trophy, a player must have played at least three competition matches with a team.
11. If it is necessary for a team to upgrade a player to complete their three (3) matches with a higher Division team and it should be wet or a win on forfeit on the third match, it will be necessary for the Club advise the SSNA by 9:30 pm on that day to enable the player to be recorded as having played in that team on that day.
12. If a Club/Individual Team records the name of an unregistered player on the score sheet, the Club/Individual Team shall be given seven (7) days to prove that the person who played under that name is one and the same as a person who is registered with the Association. This proof shall be in the form of a Statutory Declaration, to the Association. Failure to submit such proof within seven (7) days shall result in the loss of two (2) competition points.
13. That any forfeits given in Semi-finals and Finals shall stand so that no other teams are brought up to fill that forfeit.

Should the Summer Night Committee elect to not play a first past the post competition then the following shall apply

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METHOD OF PLAY - SEMI FINALS AND FINALS

Semi Finals:

1 plays 4 (winner to finals) 2 plays 3 (winner to finals)

Finals:

Winner of 1 v 4 from semis plays Winner of 2 v 3 from semis

IN THE CASE OF A DRAWN GAME – SUMMER NIGHT COMPETITION

Normal rounds

If the score is even at full time each team shall be awarded one (1) competition point

Semi-finals.

If the score is even at full time, and after injury time has been taken there will be an interval then teams are to change ends and play an extra five minutes each way. Then, if still a draw, the first team to have a two-goal advantage will be the winner.

Finals

If the score is even at full time, and after injury time has been taken, there will be an interval then teams are to change ends and play an extra five minutes each way. Then if still a draw, **JOINT WINNERS** will be declared.

CLAIMING FORFEITS

1. Fines as determined from time to time by SSNA Council will apply to teams which forfeit without due notice.
2. A forfeit may be claimed if the opposition cannot field the minimum team of five (5) players within five minutes of commencement of play. If courts and umpire are available and opposition team has five (5) players then play must commence on time. A forfeit may be claimed if this team refuses to play.
3. Teams claiming forfeits should complete and sign score sheet as usual.
4. Teams forfeiting must give at least 24hrs notice to SSNA office, their opposing team, umpires and the Summer Night Committee as advised in the Twilight and Summer Night Competitions Information. If the opposing team is not notified a fine will apply.
5. If a team forfeits after play commences then the non-forfeiting team is awarded **2 points and the score stands** (i.e. goals for and against).

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6. If a team forfeits on more than three occasions, this team will be automatically withdrawn from the competition and will not be permitted to register as a team in the next year's competition.
7. Teams forfeiting on the final two (2) Days of Competition shall produce reasons for the forfeit in writing. Failure to do so will incur a fine as determined from time to time by SSNA Council.

PROCEDURES APPLICABLE TO BOTH WINTER AND SUMMER COMPETITIONS

UNIFORM

1. Clubs on joining the Association shall register the uniform to be worn by their teams.
2. No player shall be allowed to compete in competition matches unless wearing the registered uniform of their Club/Team. In Mixed Competitions male players' uniforms should be as far as appropriate similar to the uniforms of their female team mates.
3. Full briefs or similar are to be worn.
4. Correct uniform should where possible be worn on Grading Day.
5. Anything of a dangerous nature (ring, ear-rings, etc.) must not be worn.
 - a. As per INF rules
6. Any change of Club uniform must be made 'team by team'. All players in one team on the field at any one time must be in the same uniform
7. Gloves are not permitted to be worn when playing; except where a medical certificate is provided.

SCORESHEET

1. Only scores recorded on the Official Scoresheet will be accepted by the Registrar.
2. Each player must produce a photograph prior to taking the court; no player will be permitted to take part in a game unless their photograph has been sighted by the Manager or Captain of the opposing team. It is the team manager's responsibility to sign the scoresheet to verify that photos have been sighted.

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3. The recording of names on the scoresheet shall be as follows:-
 - The playing positions of the seven players taking the court shall be recorded on the scoresheet. Substitutes playing positions shall be recorded on the score sheet immediately prior to taking the court (as noted above)
 - If a substitute's playing position is inadvertently omitted from the score sheet prior to their taking the court then it may be added at the end of the game before the scoresheet is returned.

The Scorer of a team is responsible for signing the scoresheet as correct. If they consider the scoresheet incorrect, they should report their concerns to Ground Control so that they may investigate as they deem necessary.

Should the Scorer omit to sign the scoresheet, they must accept without challenge the scoresheet as submitted.

4. A team receiving a win by forfeit after the commencement of the game shall complete, sign and return the scoresheet.
5. The team that is printed first in the Draw is responsible for the scoresheet and being at the court in a timely manner. The person responsible for the collection of the scoresheet is the MANAGER of the team, or their proxy (a child should not fulfil this role). When collecting the scoresheet, the number of the court on which your team is to play should be quoted first.

SCORING AND TIME KEEPING

1. Each team must supply a responsible scorer (a SENIOR 16 years and over) for their match.
2. Teams failing to supply a scorer or sign scoresheet must accept without challenge the scoresheet as submitted by the opposing team.
3. The Registrar can only accept the score as kept on the official scoresheet by the scorers, that is, one person only from each team. Scores as kept by other spectators cannot be taken into account.
4. Scorers should stand together near the centre of the court and **JOINTLY** carry out the responsibility of scoring.

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5. Games will be centrally timed for the main competition rounds and no additional time will be added to the playing time for any injury; however INF rules of injury do apply.

THE BELL IS THE OFFICIAL INDICATOR FOR THE COMMENCEMENT AND FINISH OF THE GAME; HOWEVER PLAY WILL COMMENCE AND FINISH ON THE UMPIRE'S WHISTLE.

POINTS

Competition points are awarded as follows:-

WIN - 2: DRAW - 1: BYE - 0 LOSS - 0: WIN ON FORFEIT - 2.

WET WEATHER

In the event of play being called off prior to the play day, notification will be made by e-mail, or telephone, to clubs and a notice will be posted on the Association website (www.ssna.asn.au) and social media.

In the event of inclement weather on the day of play the Association Executive will decide whether play will continue.

If games are called off prior to half time no scores are recorded and games may be rescheduled. If called off after half time the score stands.

Matches cancelled because of wet weather will be played at the discretion of the Association Executive and if time permits. These matches will be rescheduled as determined by SSNA Council from time to time.

NO POINTS are given for matches, or forfeits cancelled because of rain.

Should a whole day not be played ALL forfeits will be waived.

DETERMINATION OF POSITION IN SEMI-FINALS - NUMBER OF GOALS SCORED

If two (2), or more, teams finish on equal points after the final round of matches, positions for quarter finals or semi-finals shall be decided on goal averages.

The goal average for each team shall be decided as under:

total number of goals scored by the team,
divided by the total number of goals scored against the team

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multiplied by 100, and
divided by the actual number of matches played by the team.

i.e.
$$\frac{\text{goal scored}}{\text{goal scored against}} \times \frac{100}{\text{matches played}}$$

the number of matches actually played includes a match a team has forfeited, but does not include a match where the team has received a forfeit.

INJURY TIME FOR SEMI-FINALS, FINALS AND GRAND-FINALS.

Injury time and stoppages shall apply as per the current IFN rules up to a maximum of 5 minutes extra time for all injuries and stoppages which may be added to the final quarter.

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The following are the only remaining sections of the By-Laws which, should the preceding be adopted, will have not been superseded by a Section of the current Constitution or a currently adopted Policy.

9 UMPIRES

- 9.1 ~~SSNA committee will allocate A1, A2, and 16A1. Only Badged umpires to be given set games and their names to be printed in the Fixture.~~ The remainder, of the games, to be allocated to Clubs. It will be the responsibility of the convenor of each Club to make sure that an umpire is available for the matches.
- 9.2 A player must be 16 years of age to umpire Senior games except at the discretion of the Umpires' Committee.
- ~~9.3 All players in the 13, 14, 15 and senior grades should be encouraged to sit for the Umpires Theory Examination.~~
- 9.4 SSNA Representative players are required to complete the umpires' theory examination.
- 9.5 It is the obligation of each club to train and assist all their umpires.
- 9.6 If umpires cannot carry out an allocated match, it is the responsibility of the Club's Convenor to replace with an umpire capable of umpiring that Grade.
- 9.7 If dissatisfaction is felt with the umpiring of a game, ~~the Manager a club representative at the game should see an Association Umpire's Official/ go to control while the game is still in progress.~~ ~~as soon as possible during the game.~~ ~~the Manager a club representative at the game should see an Association Umpire's Official/ go to control while the game is still in progress.~~
- 9.8 Umpires must wear Club uniform, Club tracksuit or whites. ~~All Sutherland badged umpires to wear the white uniform at all games they umpire.~~

10 LITTER

The Association is responsible for seeing that Seymour Shaw, Bellingara Road and The Ridge courts are left in a clean condition. It is requested that Clubs make sure that their teams place litter, in the garbage tins provided.