



# **CAMDEN & DISTRICT NETBALL ASSOCIATION INC.**

## **Competition Rules**

## 1) **ALL COMPETITIONS**

### **a) General**

- i) Camden & District Netball Association Inc. (C&DNA) competition rules are played in accordance with International Netball Federation's Rule Book, unless otherwise stated in the C&DNA Competition Rules
- ii) It is the responsibility of Clubs to ensure that all players, umpires, coaches and club officials are registered members of C&DNA before taking part in competition.
- iii) Game time slots may change from year to year. The Competition Co-Ordinator will submit recommended game times to the C&DNA Executive Committee for review and final approval.
- iv) Competition games (including finals series and Social Night Competition) will consist of four (4) quarters. Game duration will be revised at the beginning of each competition season at the direction of the C&DNA Executive Committee. All competition games shall be played in accordance with such regulations as approved by Council.
- v) For all games, play must commence at the time set down in the fixture or at the direction of Executive.
- vi) No jewellery, body piercing, or hard peaked caps will be allowed to be worn, however, taped wedding rings and medical alert jewellery will be permitted. Players wearing prescription glasses / sunglasses must produce a copy of their prescription to be sighted by the C&DNA Competition Coordinator.
- vii) Teams must have a minimum of five (5) of their registered team members to commence the game and take the court.
- viii) Clubs must submit to the C&DNA Secretary in writing, their teams' requests for training times. The C&DNA Secretary will develop a training roster with priority given to C&DNA representative teams / squads.

### **b) Team and Player Registrations**

- i) Receipt of registrations will close on a date to be fixed by the C&DNA Executive each year
- ii) It is the responsibility of all clubs participating in any C&DNA competitions to ensure that the Club registrar has sighted all new junior players' birth certificates.
- iii) A current registered Metro League (or higher competition) player can only be late registered into a Senior Division 1 team. Only one (1) Metro League (or higher competition) player can be late registered per team.
- iv) A club may register only one (1) imported representative player in a team for the Winter Competition
- v) An imported representative player must be identified within team nominations

- vi) A player registered as an imported player is not permitted to play in a higher graded team that already has an imported representative player registered.
- vii) Clubs who wish to late register players must follow the Late Registration process outlined in the current Grading Subcommittee Policy.
- viii) Where a player with a disability submits appropriate medical evidence, the Competition Coordinator in consultation with the Executive Committee has the discretion to grade a player into a team that is lower than the age of the player who has the disability.
- ix) A financial member can only be registered to play with one (1) C&DNA Club per competition, excluding the Senior Mixed Competition.
- x) No deregistration will be allowed after the Association's final deregistration cut-off date of February 28th, at 5pm each year or as set by C&DNA each year
- xi) Once the cut-off date has passed, no fees will be refunded by C&DNA or NNSW.
- xii) A team is permitted to have a maximum of twelve (12) players.
- xiii) Age Group Divisions Definitions:
  - Juniors: 10 – 12 years
  - Intermediate: 13 – 14 years
  - Jnr Division 15 – 17 years
  - Cadets: u/17 years determined by C&DNA's Grading Committee – Min 6 or 8 teams
  - Seniors: 16+ years
  - Masters: Over 35 years – min. 6 teams
  - Mixed: 18+ years
  - Junior Mixed 13 – 17 years

**c) *Abandoned, Cancelled Games***

- i) Under the direction of Camden Council, C&DNA Executive are responsible for the control of the netball grounds.
- ii) Games may be cancelled, postponed or abandoned by the C&DNA Executive Committee, if unable to be played due to inclement weather, the condition of the courts, or for any other reason.
- iii) Games are considered to be cancelled if they have not commenced and are considered to be abandoned if play stops following commencement of the game.
- iv) During competition games, should a game be ceased by C&DNA Executive for any reason, play stopped before the umpire signals the half time break will be declared as abandoned games and play stopped after the umpire has signaled the end of the second quarter will be considered as games played and the scores at that point will be counted as final.

- v) Any competition games not played due to ground closures will not be replayed during the season.
- vi) During finals' series, should the C&DNA Executive stop games for any reason, the following will apply:
  - (a) Play stopped before the umpire signals the half time break will be declared an abandoned game and will be rescheduled at a time and date set by the C&DNA Executive Committee.
  - (b) Play stopped after the umpire has signaled the end of the second quarter will be considered a game played and the scores at that point will be counted as final.
  - (c) Where play has been stopped any time after the end of the second quarter and prior to the end of the game, and the scores are tied, the complete second half of the game will be played at a time to be determined by C&DNA executive, and scores will be reset to 0.
- vii) Netball will not generally be cancelled due to wet weather until the actual time of the game. Wet weather ground closure information will be made available on the C&DNA website and Facebook page.

#### **d) Scoresheets**

- i) All players who take the court must sign the scoresheet by the completion of the game. A player who fails to sign the scoresheet by the completion of the game will be deemed an ineligible player
- ii) A borrowed player's name with their signature must be written in the section of "Borrowed Player" in the lower area of the scoresheet.
- iii) Any player that is late registered and whose name does not appear on the scoresheet must write their name beneath the rest of the team players list and sign next to their name.
- iv) Scoresheets are to be collected by the umpires prior to the start of the game.
- v) Each team is responsible for supplying one scorer who must be 13 years of age or over.
- vi) All goals scored must be crossed off on the scoresheet as this is the official result.
- vii) There shall be two (2) scorers for each game working together. Scorer one (1) the home team appointed scorer, shall be the official scorer for the game. There will be no changing of scorers during the game. The two (2) scorers shall score together in a central position at the side / end of the court on which their game is being played. The same two (2) scorers shall mark and agree to the score at each interval and at the completion of the game.
- viii) Both Captains and scorers should sign Scoresheets at the completion of the game. Once signed, there will be no dispute entered into.

- ix) The winning team must bring the scoresheet to Control immediately after their game.
- x) Scoresheets for finals' series will be taken to the games and returned by the umpires.

## **2) Woolworths NETSETGO (7-9 YEARS)**

- i) Woolworths NetSetGo games will be played in accordance with the C&DNA NetSetGo rules
- ii) For players turning seven (7) to nine (9) year of age in the year of play. Consideration will be given to a six (6) year old who has participated in the Woolworths Net (5-7 years) program.
- iii) Players may wear a long sleeved white or a Club colour top and black or Club coloured leggings under their uniform in cold weather. Playing patches must not be covered.
- iv) Nine (9) year old players may be borrowed to play in the 10yrs division where there are less than seven (7) players in the borrowing team. Refer to Playing Up Grid for borrowing players.
- v) Players may be borrowed across Woolworths NetSetGo (7-9 years) from any Club team when necessary.
- vi) All games will consist of four (4) x 10-minute quarters with three minutes between each quarter. All games are to be individually timed by a responsible person.
- (vi) There shall be one (1) umpire with an Association Badge or higher supplied by the home team on each game.
- vii) Players' playing positions are to be rotated at half time as per C&DNA's rotation system for Woolworths NetSetGo netball.
- viii) No scores are recorded, or ladder produced. No finals games will be played.
- ix) A certificate of participation will be awarded to each player at the conclusion of the season.

## **3) DAY COMPETITION**

### **a) *General***

- i) Stoppage for injury/illness will be in accordance with International Netball Federation's Rules of Netball.
- ii) Players nine (9) years of age may register in the 10 years age group if needed by Clubs.
- iii) Any team playing an ineligible player will be considered to have lost that game in which the ineligible player has taken part. The opposing team will receive 2 competition points and the offending team will lose 1 point. The goals for the offending team will be recorded as zero (0) and the

opposing team's goals will stand and will be considered in the final goal average.

- iv) In the event that both teams in any game have played an ineligible player, neither team will score points and both teams will lose one (1) point. The goals scored by both teams will be recorded as zero (0)
- v) A player who has played a second game and has been deemed as ineligible, will be considered to, and recorded as, having played a second game in that instance
- vi) The offending team's club will receive a fine (see Fines section 5). For any subsequent infringement during the competition the offending team will lose four (4) competition points from the points table.
- vii) If a player falsifies their attendance at a game by signing the scoresheet on behalf of another, both the players (the one signing and the one whose name is signed against) can face disciplinary action as determined by the Executive.

**b) Uniform – Players and Umpires**

- i) All players must wear their registered Club uniform and appropriate sports shoes when participating in competition games unless prior approval has been obtained from Executive.
- ii) Umpires must wear approved Club or Association uniform or umpiring whites. Appropriate footwear (sports shoes) must be worn.
- iii) All umpires must wear “whites” for semi-finals, finals and grand finals.

**c) Points Table**

Win	Loss	Draw	Forfeit (win)	Bye	Cancelled Abandoned
2	0	1	2	0	0

- *If a game is abandoned prior to half time – the game is deemed abandoned*
- *If a game is abandoned following the completion of the second quarter – result as per scoresheet (goals count)*
- *Teams scheduled to have a bye at the same times games are abandoned will receive zero (0) competition points*

- i) Goal Average (used to determine positions for finals series only):
  - (a) If two or more teams finish on equal points after the final round of games, positions for final series shall be decided on goal averages.
  - (b) The goal average for each team shall be decided as follows:

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

goals scored against them, multiplied by 100 and divided by the actual number of games played in the season, i.e.

$$\frac{\text{Goals scored}}{\text{Goals scored against}} \times \frac{100}{\text{games played}}$$

The number of games actually played includes a game a team has forfeited but does not include a game where the team has received a forfeit.

#### **d) Borrowed Players**

- i) Players can only be registered to play in one team for one club.
- ii) A player may participate in a maximum of two (2) games per round of the competition. One game must be in their registered team, and they must comply with the Playing Up grid.
- iii) If the player's registered team has a bye or forfeit on the day of competition, this is considered as 1 game.
- iv) A player can play for one team only at each time slot.
- v) When a club has more than one (1) team in a grade, they may not interchange players
- vi) No player may play in a lower grade than the grade they are registered in within their club
- vii) All borrowed players must report to control to register BEFORE playing for the borrowed team. The borrowed player registers by recording their name, date of birth, club and signature on the borrowed player sheet.
- viii) A borrowed player can only play in the team borrowing players if that team has five (5) or six (6) of their registered team players capable of taking the court at the commencement of the game. The team cannot exceed 7 players in total when a borrowed player has signed on.
- ix) Once a borrowed player has taken the court, they cannot be substituted by an original player arriving late or by another borrowed player.
- x) If an injury or illness occurs during the game, a player may be borrowed to replace the injured or ill player. The injured or ill player cannot take any further part in the game and must advise the scorers to record this on the scoresheet against their name.
- xi) Once a player has played up in a higher grade on 3 occasions, they will remain a permanent member of the team that they play for on the third occasion, regardless of the team(s) they played with on the previous 2 occasions. Following this, that player will not be permitted to play up again for the remainder of the season.
- xii) Failure by a player to comply with the Borrowed player rules will determine that they be classified as an ineligible player.

#### **e) Forfeits**

##### Winter Competition Forfeits

- i) If a team does not have at least (5) five of its registered players on the court, in full club uniform, ready to play or its official umpire, the opposing

team can claim a forfeit after (five) 5 minutes following the official start time of the game.

- ii) With four (4) weeks' notice, a team through their club, can apply to the Competition Coordinator to have a game rescheduled. The request will be considered provided the opposing team is in agreeance. Final approval will be made by the Competition Coordinator and both clubs will be informed accordingly. If the application is declined, usual forfeit conditions will apply.
- iii) Clubs who have teams that are forfeiting are expected to notify the Competition Coordinator and the opposing teams Club committee member in writing as soon as possible, or no later than 5pm the Friday before game day. Forfeit fines will apply. Refer to Fines Section 5.
- iv) If forfeiting on game day, a Club committee member must notify a C&DNA official at competition control prior to the official start time of the game. C&DNA will then notify the opposing team's Club committee and the Umpire Committee of the forfeit. Forfeit fines will apply. Refer to Fines Section 5.
- v) Once notification of the intended forfeit has been provided in writing to the Competition Coordinator and/or opposing team's Club committee member, this notification is considered final and under no circumstances will it be reversed.
- vi) Once a game has commenced, should a team be unable to complete a game due to insufficient players on the court resulting from injury, the game will be deemed a forfeit by the offending team, however forfeit fines will be waived in this instance.  
Once a game has commenced, should a team be unable to complete a game due to insufficient players not resulting from injury usual forfeit conditions will apply.
- vii) If neither team has (5) registered team members present in full club uniform to play, the game will be considered a double forfeit and no points will be awarded to either side. Forfeit fines and court levies for both teams will apply.
- viii) Teams receiving a forfeit will not be required to sign the scoresheet and all members in that team will be recorded as having played.
- ix) Any teams forfeiting four (4) rounds in any one season will be withdrawn from the competition and their points will be declared null and void. A maximum of four (4) players from the team involved are permitted to be registered in the same team in the following year's winter competition. In addition, this same ruling applies to all teams who voluntarily withdraw during the course of the competition.
- x) Clubs who have teams that forfeit are responsible for paying the opposing clubs court levies, in addition to the relevant forfeit fine.

### Summer Competition Forfeits

- i) Clubs who have teams that are forfeiting are expected to notify the Competition Coordinator and the opposing teams Club committee member, in writing as soon as possible
- ii) Once notification of the intended forfeit has been provided in writing to the Competition Coordinator and/or opposing team's Club committee member, this notification is considered final and will not be reversed.



- iii) If a team does not have at least five (5) of its registered players on the court ready to play, or its official umpire, the opposing team can claim a forfeit after two (2) minutes following the official start of the game.
- iv) If neither team has five (5) registered team members present to play, the game will be considered a double forfeit and no points will be awarded to either team.
- v) Teams receiving a forfeit against them will receive (two) 2 competition points
- vi) Teams receiving a forfeit are not required to sign the scoresheet and all members in that team will be recorded as having played.
- vii) Forfeit fines do not apply to Summer Competition

### Final Series Forfeits

- i) Clubs who have teams that forfeit a Semi-Final, Final or Grand Final are expected to notify the Competition Coordinator and the opposing teams Club committee member in writing as soon as possible, or no later than 5pm the Wednesday before game day. Forfeit fines will not be applied in this instance.
- ii) If forfeiting after 5pm the Wednesday before game day, clubs must notify the Competition Coordinator and the opposing clubs committee member in writing asap. Forfeit fines will apply. Refer to Fines Section 5.
- iii) In the event a team forfeits a Semi-Final they will be excluded from any further part in the final series and teams will move up the ladder as appropriate. The team finishing 5<sup>th</sup> in the competition will be considered to come 4<sup>th</sup> and will be granted the opportunity to play in the final's series.
- iv) Teams who forfeit Final and Grand-Final games will be excluded from any further part in the finals series and opposing team will be declared the winner of the game and progress to the next stage.

### **f) Finals' Series**

- i) All players must have played five (5) competition games with the relevant team to be eligible for semifinals, finals or grand finals. Games received as forfeits and games cancelled for any reasons by the Executive are considered as played by all players registered in that team prior to that date.
- ii) The format of the final series shall be:

Semi Final	1 v 2 and 3 v 4
Final	loser of 1 v 2 plays winner of 3 v 4
Grand Final	Winner of Semi Final 1v2 plays winner of Final
- iii) Three (3) chairs will be placed near the courts for the two (2) scorers and one (1) timekeeper. The home team (first on the scoreboard) is responsible for providing two personnel. They shall be seated separate from all spectators, coaches and any other member of the public during the game. They are NOT to leave this designated area and must stay together during all breaks and stoppages. There can be no changes once the game has commenced except in exceptional circumstances e.g., illness.
- iv) There must be one (1) nominated Timekeeper. The Timekeeper will record time for any stoppage as indicated by the Umpires and inform the Scorers of the time and ensure it is entered on the top of the scoresheet. At three quarter time Umpires and teams will be informed by the Timekeeper of any

- v) extra time.
- vi) All stoppages will be added to the fourth (4) quarter of Semi-finals, Finals and Grand Finals.
- vii) If there is added time to be played, the game will continue after the full-time siren has sounded. There will be no stoppage of play and when there is 15 SECONDS left to play, the timekeeper will run behind the umpire and announce when time is finished.
- viii) In the event of a Semi Final, Final or Grand Final game being drawn at full time, the following shall apply
- a) An Association Executive member shall be informed, and the Association Executive will be the official timer for extra time
  - b) An umpire will indicate which team has the next centre pass and play will commence
  - c) Two five (5) minute halves will be played to determine a winner. After the first five (5) minutes, the teams will change ends without an interval. No substitutions or positional changes shall be allowed during the changeover.
  - d) During extra time, normal stoppage procedures shall apply
  - e) If still drawn at the end of the second five (5) minutes, a visual signal will indicate that play continues and the first team to score a two (2) goal advantage shall be declared the winner

**g) *Imported Players***

A player who falls under the definition of a Representative Player can request an exemption to their Imported Player status by following the Import Representative Player Appeal Review process as outlined.

i) Definitions

Grass roots player

- a player who has been registered with the same club since the age of 10 years OR
- a player who has played two (2) consecutive years with the same club OR
- a player already registered with a club when they are selected into a 12 to 15-year junior Representative team or Train on team

Representative Player

- a 12-15 years player selected into a C&DNA, or other Association Representative team or Train on team in the most recent winter competition OR
- a 12-15 years Representative player who played in the most recent winter competition and does not meet the criteria of a grass roots player

Imported Representative Player

- a 12-15 years C&DNA Representative player, Train on team player

or other Association Representative player, acquires import status if they register with a different club for the next winter competition OR

- a 12-15 years Representative player who played in the most recent winter competition and does not meet the criteria of a grass roots player

## ii) Import Representative Player Appeal Review Process

Should a Representative Player wish to transfer to a new club where this transfer will contravene the Import Player rule, the Player may appeal for an exemption.

- Prior to registering for the current season, the Parent or Guardian of the Representative player is required to submit an individual appeal using the Import Player request form available on the C&DNA website and forward to the C&DNA Secretary detailing the following:
  - a. reasons for the request,
  - b. any grievances with her current Club,
  - c. any efforts to resolve those grievances,
  - d. details of the contact information, including the club, team and division she will be moving to

### Appeal Review Process

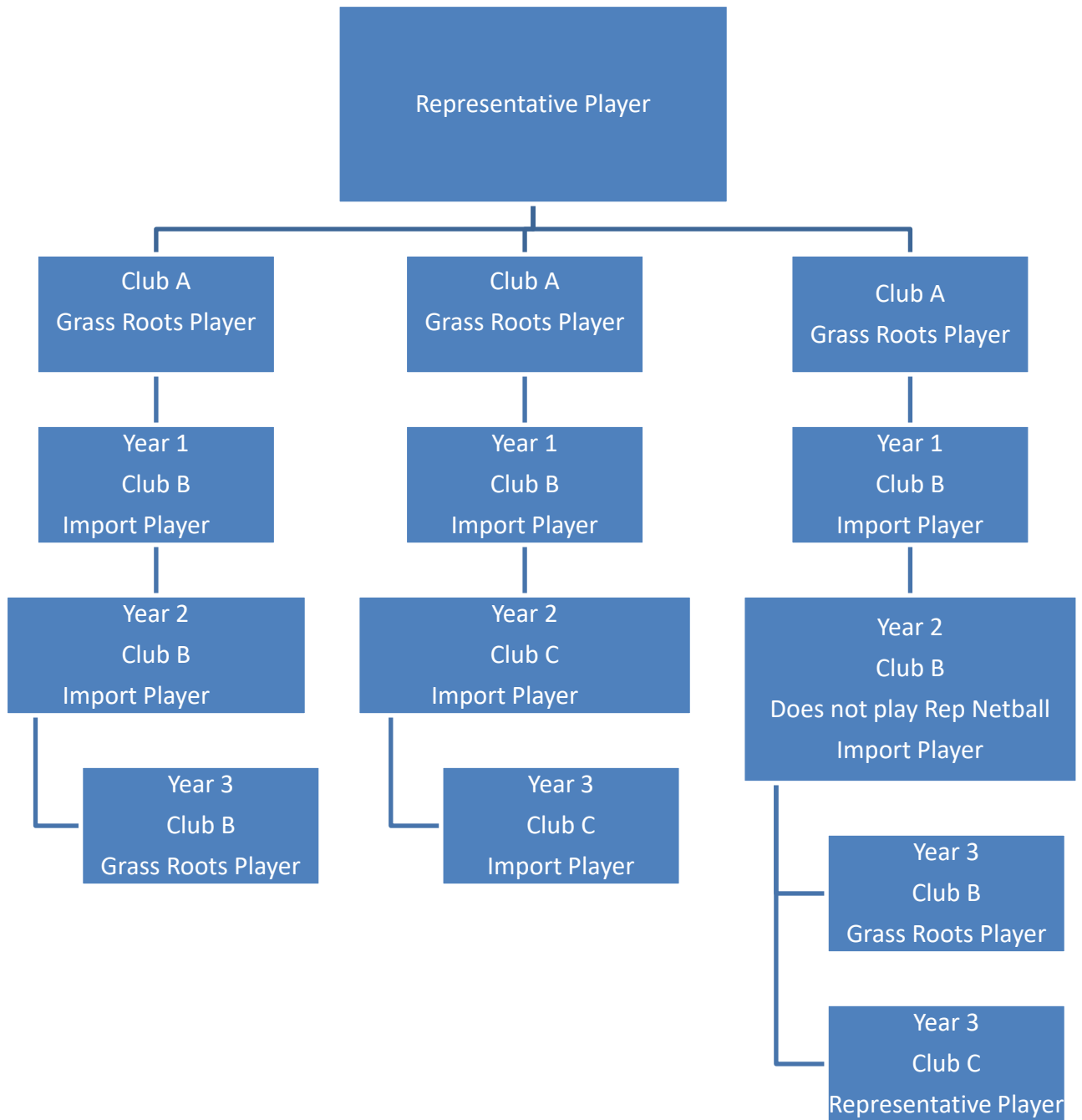
- The C&DNA Secretary will contact the club from which the player will be transferring from and advise them of the request for exemption from the Import Representative Player rule. This club may submit supporting information to be considered by the review panel.
- The C&DNA Secretary will contact the receiving Club and inform them that a Representative Player has requested to join this club. This club may submit a request for approval for the player to be granted an exemption to the Import Representative Player Rule and provide supporting information.
- Once all steps above have been actioned, the appeal will be reviewed by the C&DNA Executive Committee who will determine if the player has sufficient justification to be granted an exemption to the Import Representative Player rule as set out in the Winter Competition Rules
- The Grading Committee will be notified of approved player exemptions on the first night of grading. These details will be relevant to the grading process only and the reason for the exemption will not be disclosed.

### Denial of Appeal Process

- Should the appeal be denied, the player may submit in writing to the

C&DNA Secretary a further appeal to a Representative Import Rule Appeals Group

- The Representative Import Rule Appeals Group will comprise of three (3) independent Club Presidents/Secretaries and one (1) Executive Member who shall be nonvoting.
- Members of this Appeals Group will be formed from the Appeals Club Roster as prepared by C&DNA Executive at the beginning of each year.
- These members will be granted full access to all submitted documents and following a review of these documents will make a decision which will be final and not subject to any further appeal



#### **4) SOCIAL NIGHT COMPETITION**

- i) The minimum age for each grade will be determined by C&DNA prior to commencement of Social Night Competition.
- ii) Junior divisions should be made up of players turning 9-17 years of age in the year of competition. However, players, 8 years of age, who played during the Winter Season for a Under 9s NetSetGo team or a Junior team will be eligible to play. No other players under the age of 9 will be eligible to play.
- iii) Senior divisions should be made up of players turning a minimum of 16 years old in the current year,
- iv) Senior mixed division should be made up of players turning a minimum of 18 years old in the current year and include no more than 3 males on the court at any one time.
- v) Mixed teams are only permitted to have one (1) male playing in each goal circle for the duration of the game. To clarify this rule: during play only one male can play as either GS or GA, only one male can play as WA, C or WD, and only one male can play as GK or GD, i.e. goal keeper and goal defence or goal attack and goal shooter cannot both be males.
- vi) All players must all wear the same coloured shirts. Players are allowed to wear shorts, bike pants, or their club playing uniform. Appropriate footwear must be worn at all times and player positional patches must be worn.
- vii) Players are allowed to wear sports gloves. All players are reminded that they must comply with General Competition Rule 1)a)vi) No jewellery , body piercing or hard peaked caps will be allowed to be worn, however, taped wedding rings and medical alert jewellery will be permitted. Players wearing prescription glasses / sunglasses must produce a copy of their prescription to be sighted by the C&DNA Competition Coordinator.
- viii) Players may be borrowed from lower divisions and across the same division. In the case of mixed teams, the criteria for the number of male and female players must always be met. Borrowed players must indicate on the scoresheet their original club team that they are registered with and failure to do so will result in the loss of two (2) competition points for the borrowing team
- ix) Teams may borrow from other clubs as long as section viii above is followed.
- x) Players will be eligible to play two (2) games in any one night of this competition provided they comply with section viii above. The team that is seeking to borrow a player must have five (5) of its registered team members on court at all times during the game and in the case of mixed team, the criteria for the number of male and female players must be met.
- xi) All umpires must be registered and must wear appropriate umpiring attire, including suitable sports shoes.
- xii) SNC shall be conducted on a 'first past the post' basis. The team scoring the highest number of points at the conclusion of the competition will be declared the winner. In the event that two teams finish of equal points at the conclusion of the competition, a goal average will be used to decide the winner.

xiii) A presentation will be made to the winners of each division.

## 5) FINES

REASON	FINE
<b>MEETINGS</b>	
Failure to attend Council/Special Meetings	1st – Warning letter 2nd - \$20 per delegate 3rd & MORE - \$40per delegate
<b>COMPETITION</b>	
1st Forfeit <ul style="list-style-type: none"> <li>- Notified before 5pm on the Friday before the game as per competition rules (or 5pmWednesday for final series).</li> <li>- Notified after 5pm on Friday before the game and before the commencement of the game as per competition rules (or 5pmWednesday for final series).</li> <li>- No notification and/or forfeit after the commencement of the game (Note: fine willbe divided evenly between C&amp;DNA and the club receiving the forfeit) – refer to 3)e)vi) regarding injuries</li> </ul>	\$20 per team  \$50 per team  \$100 per team
Each subsequent Forfeit	Increased each timeby increments of \$20 per team
Playing a player who is determined tobe an ineligible player	\$50 per player

## 6) UMPIRES

### i) General

a) All Clubs must have an Umpires Convenor or nominated person/s who:

- i) Will be the point of all contact for all umpiring matters within their respective Club
- ii) Will ensure that the umpires allocated can control the game/grade that they are allocated to umpire
- iii) That allocated Umpires comply with Umpiring Accreditation Game Grid
- iv) Will ensure that all allocated Umpires are aware of their allocated games and if an Umpire cannot do their allocated game find a suitable replacement
- v) Send a list of your Umpire allocations to the Umpires Coordinator prior to the start of the first time slot
- vi) Will be available on Competition days to deal with any Club umpiring issues, if unavailable arrange to have Club Executive member as their representative

ii) Umpires may only be replaced:

- a) If injured or taken ill
- b) At the discretion of the C&DNA Umpires Coordinator or Umpires Committee member

iii) Umpire Uniform

- a) All Umpires are to wear white, or a white top over a club uniform

iv) If an Umpire has any problem with

- a) Game control
- b) Coach/Officials
- c) Spectators/Parents

They are to send for a C&DNA Official to attend game

v) 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
- e) No hard, peaked caps are to be worn, soft caps are allowed



- f) Players wearing prescription glasses/sunglasses shall produce a copy of their prescription to be sighted by the C&DNA Competition Coordinator a copy will be at Competition Control for the current competition

vi) Competition Games

- a) All Competition Games will be Umpire Your Own except for Senior Division One (SD1) which will be allocated by the C&DNA Umpires Co-Ordinator/Umpires Committee from umpires nominated by clubs for that division.
- b) The C&DNA Umpires Co-Ordinator has the authority to allocate umpires nominated by clubs to different games within a division or age group
- c) Each Club will provide a suitably qualified umpire for each team entered in each division to comply with Game Umpire Grid
- d) Umpires must be 12 years of age or older in the year of play
- e) Umpires are required to sign-on at Umpires Control 15 minutes prior to the commencement of their allocated game
- f) Umpires must print their name on scoresheet
- g) The C&DNA Umpires Coordinator/Umpires Committee can allocate Umpires to games for umpire development in consultation with club/clubs concerned
- h) The C&DNA Umpires Coordinator can approve an umpire to umpire a game outside the grid structure

vii) Game Umpire Grid

<b>Grade</b>	<b>Minimum Umpire Accreditation</b>
<b>Woolworths NetSetGo</b>	
7 – 8 years	Association Badge
9 years	Association Badge
<b>Juniors</b>	
10 years	Beginner Badge or Unbadged in training with Mentor
11 years	Beginner Badge or Unbadged in training with Mentor
12 years	Graduate Badge
13 years	Association Badge or National Badge
14 years	Association Badge or National Badge

14 – 17 years                      Association Badge or  
Association Badge with Mentor if 14 years  
and under

***Cadets***

Under 17 years                      National “C” or Association Badge with  
approval of C&DNA Umpire  
Coordinator/Umpires Committee

**Grade                                      Minimum Umpire Accreditation**

***Seniors***

Lowest Division to Div 4                      Association Badge or  
Association Badge with Mentor if 14 years  
and under

Divisions 2 - 3                                      Association Badge with approval of  
C&DNA Umpires Coordinator/Umpires  
Committee

Division 1    National “C and above

viii)    **Finals Series**

- a) Clubs are required to provide a minimum of one umpire of acceptable standard for each team playing in Semi-Finals, Finals and Grand Finals for which they qualify, plus one extra umpire to cover reserves on the day
- b) Should Clubs not have enough umpires, it is the Clubs responsibility to source additional umpires and submit their names to the Umpires Coordinator in time for the draw to be completed
- c) All Umpires are report to the Netball Meeting Room 30 minutes before the commencement of their game. Reserve Umpires for each timeslot are to remain where instructed by Umpires Committee.
- d) Umpires are required to wear all White when umpiring the Finals Series
- e) Allocations of Umpires will be carried out by the C&DNA Umpire Coordinator/Umpires Committee
- f) Umpires can be allocated to their own Club teams during Finals Series if they are the best Umpire available for the allocation. Both Clubs/Teams will be consulted and approve the allocation of the Umpire or Umpires from their Club or opposing Club

7. Borrowed Players Grid

A Borrowed Players Grid will be prepared annually in accordance with the nominated grades for the current year.

This information will be distributed to club secretaries, placed on the C&DNA Website and displayed around the Control room at the NSH.