



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

### **2026 Competition Rules**

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## **1) All Competitions**

- a) Camden & District Netball Association Inc Competition Rules are played in accordance with the World Netball Federation Rules of Netball, unless otherwise stated in the Association's Competition Rules.
- b) As per Clause 16.2 f) of the Constitution, the Association Council shall review and adopt rules pertaining to the conduct of competitions organised and conducted by the Association.
- c) It is the responsibility of all Affiliated Clubs to ensure that all Players, Umpires, Coaches, Team Officials and Club Officials are registered members of the Association.
- d) The Executive Committee shall set the Game time slots on the advice of the Competitions Coordinator for all Competitions.
- e) Competition games will consist of four (4) quarters for all Association-run competitions, including the Winter Competition, the Summer Competition and any other competition under the Association's control, unless the Executive determines that a modified format is required.

### **Winter Competition Game Times**

Games will consist of four (4) 15-minute quarters, with a 2-minute break after the 1st and 3rd quarters, and a 3-minute break at halftime.

### **Summer Competition Game Times**

Games will consist of four (4) 10-minute quarters, with a 2-minute break after the 1st and 3rd quarters, and a 3-minute break at halftime.

All games must commence at the time set down in the fixture or at the direction of the Executive.

## **2) Player Safety.**

- a) Players may not wear anything that could endanger themselves or other players, specifically:
  - No body piercings, including earrings, may be worn.
  - No adornment that may endanger player safety may be worn.
  - No communication devices may be worn.
  - Medical devices may be worn provided they are securely covered with tape and/or padding.
  - Fingernails must be short and smooth.
  - Hair must be suitably tied back (for example, ponytail, plait or braided and free from any adornment).
  - Soft foam visors may be worn.
  - Wedding ring may be worn, provided it is taped.
  - Peaked or hard caps are not to be worn.

- b) Refer to Summer Competition for variation to 2) a).
- c) Players wearing prescription glasses, sunglasses and daith piercing must provide a copy of their prescription or Medical Certificate to the Competition Coordinator each year, and they will be issued with an Association Certificate of Approval to play.

### **3) Club Training.**

- a) Clubs must submit to the Associations Administrator in writing/email, their teams' requests for training times on the Club's allocated night. The Administrator will advise clubs of their allocated training schedule, which will include times.
- b) The Associations' Representative teams/squads will be given priority in the schedule.

### **4) Competition Player and Team Registrations.**

- a) Registrations will close on a date as directed by the Executive.
- b) It is the responsibility of all affiliated Clubs participating in any Association Competition to ensure that Birth Certificates of Junior players have been sighted by an authorised Club Official.
- c) Clubs may only register a maximum of twelve (12) players per team in any Competition.
- d) Clubs that wish to late register players must follow the Late Registration process outlined in the Competition Grading Policy.
- e) When requesting a grading concession, players with a disability must submit medical evidence to the Competition Coordinator. The Competition Coordinator, in consultation with the Executive Committee, has discretion to place the player in a team that is lower than their age group.
- f) Players can only play with one (1) Affiliated Club of the Association per competition, excluding the Mixed Competition if approved by the Executive Committee.
- g) A player who registers with one (1) Club and then seeks to transfer to another Club after competition grading has been completed, must request and be granted a release from their original Club before the transfer can proceed. The new Club must also seek approval from the Grading Committee. Once a player has participated in a competition game, they are not permitted to transfer to another Club.
- h) A player shall not play in any grade lower than they are registered or lower than their age unless the Executive Committee has granted written permission for an exceptional circumstance.
- i) De-registration of a player can only occur upon a written request from the player and must be approved by the Club with which they are registered. De-registration will only be permitted if the player has not taken the court for either training or a competition game.

- j) C&DNA fees will only be refunded to a player who has not taken the court for training or competition games and only after the player has requested deregistration and provided approval from their club. C&DNA does not refund Netball Australia, Netball NSW or Club fees.

## **5) Competition Divisions and Definitions.**

The Associations Grading Committee may recommend to the Executive Committee for Approval that some age Divisions be amalgamated to maintain a viable Competition. All references to age groups are determined as the player turning that age in the year of play

## **6) Female Divisions.**

Exception requests should be sent to the Competition Coordinator via email prior to the team being submitted for grading. The Competition Coordinator will advise the club concerned of the outcome of the exception request.

- a) **Senior Divisions** – Players who are turning 16 years or older by 31<sup>st</sup> of December in the year of play.
- b) **Junior Division** – Players who are turning 15 years to 17 years by 31<sup>st</sup> December in the year of play. 14 years player can be included, and a 13-years player can be included by exception request
- c) Intermediate Division - Players who are turning 13 or 14 years by 31<sup>st</sup> December in the year of play. 12 years player can be included, and an 11-years player can be included by exception request.
- d) 12 Years Division – Players who are turning 11 or 12 years by 31<sup>st</sup> December in the year of play. 10 years player can be included by exception request.
- e) 11 Years Division – Players who are turning 10 or 11 years by 31<sup>st</sup> December in the year of play.
- f) 10 Years Division – Players who are turning 9 or 10 years by 31<sup>st</sup> December in the year of play.
- g) 9 Years Division – Players who are turning 9 years by 31<sup>st</sup> December in the year of play. 8 years player can be included, and 7 years player can be included by exception request.
- h) Set Division- Players who are turning 6, 7 or 8 years by 31<sup>st</sup> December in the year of play. 6 years players must have completed 1 year in the Net Skills programme.
- i) Net Skills Program – Players who are 5 – 9 years of age by 31<sup>st</sup> of December in the year of play.

j) Wherever possible, Clubs should place players in their correct age group, with the exceptions being:

- Team numbers and the formation of viable teams.
- A player has been identified as capable of playing in a higher age division
- Exceptions apply up to Junior Division and do not include Senior Division.

## **7) Mixed Divisions:**

- a) Senior Mixed Divisions – Female and Male players who are 18 years of age by 31<sup>st</sup> of December in the year of play, with no exceptions.
- b) Intermediate Mixed Divisions – Female and Male Players who are 13 to 14 years of age by 31<sup>st</sup> of December in the year of play
- c) Junior Division Mixed Divisions – Female and Male Players who are 15 to 17 years of age by 31<sup>st</sup> of December in the year of play.
- d) Mixed Divisions – Female and Male Players who are turning 12 years of age by the 31<sup>st</sup> of December in the year of play are not eligible to play in any Mixed Divisions.

### **Male Players on Court in Mixed Divisions:**

- a) No more than three (3) Male players are to be on court at any one time.
- b) One only as either Goal Shooter or Goal Attack (attacking third).
- c) One only as either Wing Attack, Centre or Wing Defence (centre third).
- d) One only as either Goal Defence or Goalkeeper (defence third).

## **8) Male Competitions**

- a) A player's age to play is determined by the age turning on 31<sup>st</sup> of December in the year of play.
- b) Boys 12 years and under in the year of play are eligible to register in the Female Competition 12 years and under Divisions only.
- c) Male players 13 years and over are eligible to compete in a separate mixed division or male only division.
- d) A player shall not play in any grade lower than they are registered or lower than their age unless the Executive Committee has granted written permission in exceptional circumstances.

## **9) Winter Competition**

### **General**

- a) Teams must have a minimum of five (5) members of their registered team to take the court and commence the game.

- b) Stoppage for injury or illness will be in accordance with World Netball Rules of Netball.
- c) Any team playing an ineligible player will be considered to have lost the game in which the ineligible player has taken part. The opposing team will receive two (2) competition points.

The goals for the offending team will be recorded as zero (0), and the non-offending team goals will be carried forward to the final goal average.

- d) If both teams in any game have played an ineligible player, both teams will be disqualified, the game classified as abandoned, and neither team will score points. The goals scored by both teams will be recorded as zero (0).
- e) A player who has played a second game and has been deemed ineligible will be considered to, and recorded as, having played a second game in that instance.
- f) The offending team's club will receive a fine (see 28) Fines.
- g) If a player falsifies their attendance at a game by signing the score sheet on behalf of another player, both the player signing and the player whose name is signed can face disciplinary action. This action may include a ban from playing for up to one (1) year, as determined by the Executive.

## **10) Points Score**

The following points for games shall be awarded:

- a) Win 2 points
- b) Draw 1 point
- c) Loss 0 points
- d) Bye 0 points
- e) Forfeit Win 2 points
- f) Game Abandoned 0 points
- g) Game Cancelled 0 points
- h) Goal Average will be used to determine positions for the Finals series.

If two or more teams finish on equal points after the final round of the competition, positions for the final series will be decided on goal averages.

- i) Goal Averages for each team will be decided as follows:

Total number of goals scored, divided by the total number of goals scored against them, multiplied by 100 and divided by the actual number of games played during the competition.

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

## **11) Abandoned, Cancelled Games and Postponed Games**

### Definitions

- i. Cancelled: are games that have not commenced.
- ii. Abandoned: are games that have commenced but are stopped before completion.
- iii. Postponed: are games that have been rescheduled to a later date than originally scheduled.

- a) The Executive may cancel games if they are unable to be played due to inclement weather, court conditions or any other reason.
- b) Should a competition game be ceased by the Executive for any reason and play was stopped before the Umpire signals the halftime break, it will be declared as an abandoned game and will not count as a game played. If play was stopped after the Umpire signalled the end of the second quarter, the game will be considered as a game played and the scores at that point will be counted as the final score.
- c) The Executive may abandon any game if one or both teams are at fault. If both teams are considered at fault and court behaviour necessitates abandoning the game, the Executive will make the final determination regarding points and outcomes.
- d) Any competition games not played due to inclement weather, ground closure, equipment or infrastructure failure will not be replayed during the season.
- e) Teams scheduled to have a BYE at the same time games are abandoned will receive zero points.

## **12) Score Sheets**

- a) All players who take the court must sign the score sheet by the completion of the game and before it is returned to Competition Control. A player who fails to sign the score sheet by the completion of the game will be deemed an ineligible player.
- b) If four (4) or less players sign the score sheet when it is returned to Competition Control, the team will be considered to have forfeited the game, no matter the final score, and fines will apply.
- c) If both teams fail to have any of the players sign the score sheet when the score sheet is returned to Competition Control, the game will be considered to be a double forfeit, and fines will apply to both teams.
- d) If 12) c) occurs in the Semi-Finals, the winning team will not proceed to the Preliminary Final or Grand Final. If 12) c) occurs in the Preliminary Final, the winning

team will not proceed to the Grand Final and the remaining team will be crowned the Division Premiers.

- e) A borrowed player's name with their signature must be written in the section "Borrowed Player" in the lower area of the score sheet and must have signed on at competition control before the game.
- f) Any player who has late registered and whose name does not appear on the score sheet must write their name beneath the rest of the team players' list and sign next to their name. The Competition Coordinator will check if the player is a registered member of that team and if the late registration process was followed.
- g) Score sheets are to be collected by the Umpires before the start of the game at Umpires' Control when they register for their game.
- h) Each team is responsible for supplying one (1) scorer who must be over the age of 14 years of age and confident and capable of carrying the duties of a scorer.
- i) All goals scored must be crossed off the scoresheet as this is the official result.
- j) Scorer one (1), the home team appointed scorer shall be the official scorer for the game. There shall be no changing scorers during the game. The two scorers shall score together in a central position at the side of the court on which their game is being played. The same two (2) scorers shall mark and agree on the score at each interval and after the game.
- k) Teams failing to supply a scorer must accept, without challenge, the scoresheet as submitted by the other team's scorer.
- l) Both Captains and scorers must sign the score sheet after the game. Once signed, there will be no dispute entered into. Should a Captain omit to sign the scoresheet, they must accept, without challenge, the scoresheet as submitted.
- m) The winning team must bring the score sheet to Competition Control immediately after their game.
- n) Scoresheets for the Finals Series will be taken to the games and returned by the Umpires.

### **13) Borrowed Players**

- a) Winter competition - players can only be registered to play in one team for one club and cannot play for any other club in a competition game.
- b) A Borrowed Player Grid will be prepared annually in accordance with the nominated grades for the current year.
- c) A player may participate in a maximum of two (2) games per round of the competition for their registered club.

- d) One game must be in their registered team, and they must comply with the Playing Up Grid when playing as a borrowed player for their Club.
- e) If the player's registered team has a Bye or received a forfeit on the day of competition, then this is considered as one (1) game.
- f) A player can play for one team only at each time slot.
- g) When a Club has more than one (1) team in a division, they may not interchange players.
- h) No player may play in a lower grade than the grade they are registered.
- i) All borrowed players must report to Control to register their details as required on the borrowed player sheet before playing for the borrowing team.
- j) A borrowed player can only play in the borrowing team 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 seven (7) players in total when a borrowed player has signed on.
- k) Once a game has started, if any injury occurs that reduces the number of on-court players to less than the 5 registered team members required to start the game, the game can continue. No borrowed player can be substituted to replace the injured original registered team member. If a borrowed player has already signed on as a member of the team before the injury occurred, they can continue playing in this game. If an injury occurs to a borrowed player, they cannot be replaced.
- l) Once a borrowed player has taken the court, they cannot be substituted by an original player arriving late or by another borrowed player.
- m) If a team has started with 7 registered team players, and 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 score sheet against their name.
- n) Once a player has played up in a higher grade on three (3) occasions, they will remain a permanent member of the team that they played for on the third (3) occasion, regardless of the teams they played with on the previous two (2) occasions.

Following this:- that player will not be permitted to play up again for the remainder of the Season.

- o) Failure by a player to comply with the Borrowed player rules will result in them being classified as an ineligible player.

#### **14) Forfeits Before Competition Day**

- a) Clubs that have teams forfeiting are expected to notify the Competition Coordinator and the opposing team's Club Committee member in writing as soon as possible, or no later than 5pm on Friday before Competition Day. Forfeit fines will apply and the Club whose team has forfeited will be responsible for payment of the other team's court Levy.
- b) Once a notification of an intended forfeit has been provided in writing to the Competition Coordinator and/or the opposing team's Club committee member, the forfeit is considered final. It cannot be reversed under any circumstances unless the game(s) have been cancelled or abandoned by the Executive Committee, in which case the forfeit status no longer applies. Refer to Clause 11: Abandoned and Cancelled Games for further details.
- c) A team, through their Club, may apply to the Competition Coordinator to have a game rescheduled, provided at least four (4) weeks' notice is given. The request will be considered only if the opposing team agrees. Final approval rests with the Competition Coordinator, and both Clubs will be notified of the outcome. If the application is declined, standard forfeit conditions will apply.

#### **15) Competition Day Forfeits**

- a) If a team does not have at least five (5) 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 five (5) minutes after the official start time of the game.
- b) Once a game has commenced, should a team be unable to complete a game due to insufficient players on the court resulting from injury or illness, the game will be deemed a forfeit by the offending team; however, forfeit fines will be waived in this circumstance.
- c) Once a game has commenced, should a team be unable to complete the game due to insufficient players not resulting from injury or illness, the usual forfeit conditions will apply.
- d) If neither team has five (5) registered team members present in full club uniform ready to play, the game will be considered a double forfeit, and no points will be awarded to either team. Forfeit fines and court levies for both teams will apply.
- e) Teams receiving a forfeit will not be required to sign the scoresheet, and all registered members of the team will be recorded as having played that game.
- f) In the case of a team being withdrawn from competition due to forfeiting four (4) rounds in any one season, in addition to the team having their points declared null and void, all games (both played and upcoming) against this team will be declared a 0-0 draw. Existing scores involving this team, whether wins or losses, will be altered to a 0-0 draw.

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. The same ruling applies to all teams that voluntarily withdraw during the competition.

- g) Clubs that have teams that have forfeited are responsible for paying the opposing clubs' court levies, in addition to the relevant forfeit fine.
- h) If forfeiting on game day, a Club committee member must notify an Official in Competition Control before the official start time of the game. The Official will then notify the opposing team's Club and Umpires Control of the forfeit. Fines will apply.
- i) Once a game has started, only the team captain can advise of a game forfeit.

## **16) Set Seven (7) and Eight (8) Years.**

- a) All Set games will be played in accordance with the Association's Set Rules.
- b) Set games are designed for players who are turning seven (7) to eight (8) years old during the year of play. Consideration may also be given to a six (6) year old player who has previously participated in a Net Skills program, provided that a request is made to the Executive Committee by the club.
- c) Players may be borrowed across the Set (7- 8 years) from any Club team when necessary.
- d) All games will consist of four (4) X 10-minute quarters with three (3) minutes between each quarter. All games will be individually timed.
- e) There shall be one (1) Umpire with an Association Badge accreditation or higher supplied by the home team to umpire the game.
- f) Players playing positions are to be rotated at halftime as per the Association's rotation system for Set.
- g) No scores will be recorded, or a ladder produced. No finals series games will be played.
- h) A Certificate of Participation will be awarded to each player at the conclusion of the season.

## **17) Uniforms – Players and Umpires.**

For full details of the Association's uniform requirements for the Winter and Summer Competition and any other Competition arranged or sanctioned by the Association, refer to the Association's Uniform Policy.

- a) All Clubs must submit details of their Uniforms to the Executive for Approval. Any changes to the existing approved uniform must be submitted to the Executive Committee for approval.

- b) All players must wear their Club's approved uniform and appropriate sports footwear when participating in any Competition Game.
- c) Umpires must wear their Approved Club Umpires uniform or playing dress with White top or Association Umpires approved uniform or Umpiring White or Black skirts/shorts approved by the Umpires Coordinator with appropriate sports footwear.
- d) All Umpires must wear a white or black skirt, shorts/pants and a white top, or Association umpires branded shirts for the Finals Series as approved by Association Umpires Coordinator.

## **18) Finals Series.**

During the finals series, should the 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 Executive.
- b) Play stopped after the Umpire has signalled 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 at any time after the end of the second quarter and before the end of the game, and scores are tied, the complete second half of the game will be played at a time to be determined by the Executive, and scores will be reset to zero.

## **19) Final Series Procedures.**

- a) Players in eight-team Divisions and above must have played five (5) competition games with the relevant team to be eligible for Semi-Finals, Preliminary Finals or Grand Finals. Players in Seven (7) team Divisions must have played four (4) Games to be eligible for Semi-Finals, Preliminary Finals and Grand Finals. Games received as forfeits and games cancelled for any reason by the Executive are considered games played by all players registered in that team before that date. Byes are not considered games played.
- b) During the finals series, spectators shall be located on the sideline opposite to that of the team. Only appointed Club team officials, consisting of the Head Coach, Assistant Coach, and Manager, shall be permitted on the team sideline and within the designated team area. Club Committee members may assist Coaches and Managers, provided their conduct remains professional and does not reflect that which would be expected of spectators or team supporters.

c) The format for the Finals series shall be:

Semi-Final                    1 v 2 and 3 v 4

Preliminary Final            Loser of 1 v 2 plays the winner of 3 v 4

Grand Final                    Winner of Semi-Final 1 v 2 plays the winner of Preliminary Final

d) The Association will provide three (3) chairs for Bench Officials for each game: two (2) Scorers and one (1) Timekeeper. The Home team (first on the scoreboard) is responsible for supplying two (2) personnel, consisting of one (1) Scorer and one (1) Timekeeper.

e) Individual games will not commence, nor continue, unless all three (3) Officials are in place. Once the game has commenced, no changes to these Officials are permitted except in exceptional circumstances, such as illness, and only with the approval of an Executive Committee Member.

f) Officials must be seated separately from spectators, coaches, and other members of the public during the game, remain within the designated area, and stay together during all breaks and stoppages.

g) Clubs are responsible for ensuring that these officials are capable of performing their role for the entire game, remain together at all times and not engage with players, coaches or spectators during the game and at the breaks.

h) There must be one (1) nominated Timekeeper whose role is to

- record stoppages using a mobile device and advise scorers to note them on the scoreboard
- at 3/4 time, advise umpires and teams of the additional time to be added to the 4<sup>th</sup> quarter (without pausing the game)
- Advise the umpire when 15 seconds are remaining and when extra time is complete.

## **20) Drawn Finals Series Game Procedure.**

a) An Association Executive Member shall be informed of the drawn game, and the Association Executive Member will be the Official Timer for Extra Time. A two (2) minute break will be taken before the game recommences.

c) An Umpire will indicate which team has the Centre pass, and play will commence.

d) Two five-minute halves will be played to determine a winner.

e) After the first five (5) minutes, teams will change ends without an interval. No substitutions or positional changes shall be allowed during the changeover.

f) During extra time, normal stoppage and team changes shall apply, including utilising Rolling Substitutions.

g) If the game is still drawn after the second five (5) minutes of extra time, a visual signal will indicate that play continues and the first team to score a two (2) goal advantage shall be declared the winner.

## **21) Final Series Forfeits.**

- a) Clubs that have teams that forfeit a Semi-Final, Preliminary Final or Grand Final are required to notify the Competition Coordinator and the opposing team's Club in writing as soon as possible. Forfeit fines will apply.
- b) If a team forfeits a Semi-Final, they will be excluded from any further part in the Finals series, and teams will be moved up the ladder accordingly. The team that finished 5<sup>th</sup> in the competition will be considered to have come 4<sup>th</sup> and will be granted the opportunity to play in the Finals series.
- c) Teams that forfeit the Preliminary Final or Grand Final games will be excluded from any further part in the Finals series, and the opposing team will be declared the winner of the game. If the game is a Preliminary Final, they will progress to the Grand Final, and if the game is the Grand Final, they will be declared the winner.

## **22) Representative Player Registrations.**

- a) A current selected and registered Metro League or higher competition player can only be late registered into the appropriate Senior Division as determined by the Grading Committee.
- b) Only one (1) imported Junior Representative Player may be registered per team in the Winter Competition.
- c) All Representative Players must be identified when submitting teams for grading or when late registering them into a team.
- d) 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.

## **23) Representative Imported Players.**

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

- a) 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 who is already registered with a Club when they are selected into 11 years to 15 years Representative team or Development teams.

b) Representative Player

- 11 years to 15 years player selected into an Association Representative team or Development team in the most recent Winter Competition.
- 11 years to 15 years player who played in the most recent Winter Competition and does not meet the criteria of a Grass Roots player.

Imported Representative Player

- 11 years to 15 years Representative player, Development team player or other Association Representative player, acquires import status if they register with a different Club for the next Winter Competition.
- All Development team Representative players who played in the most recent Winter Competition and do not meet the criteria of a Grass Roots player.
- All 11 years Development and 12 years Development players are subject to the Imported player Rule for the next winter season only, unless they remain a Representative player and will continue to be subject to the Representative Import Rules.

c) Import Representative Player Appeal 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/Guardian of the Representative Player is required to submit an Individual Appeal using the Import Player Request form available on the Association's Website and forwarded to the Association Secretary detailing the following:

- Reason for the request
- Any grievances with her current Club.
- Any efforts to resolve those grievances.
- Details of the contact information, including the Club, Team and division the player is intending to join.

## **24) Appeal Review Process.**

- a) The Association Secretary will contact the Club from which the player will be transferring and advise them of the request for exemption from the Import Representative Player Rule. The Club may submit supporting information to be considered by the Executive Committee.
- b) The Association Secretary will contact the receiving Club and inform them that a Representative Player has requested to join their Club. They may submit a request for Approval for the player to be granted an exemption to the Import Representative Player Rule and provide supporting information.

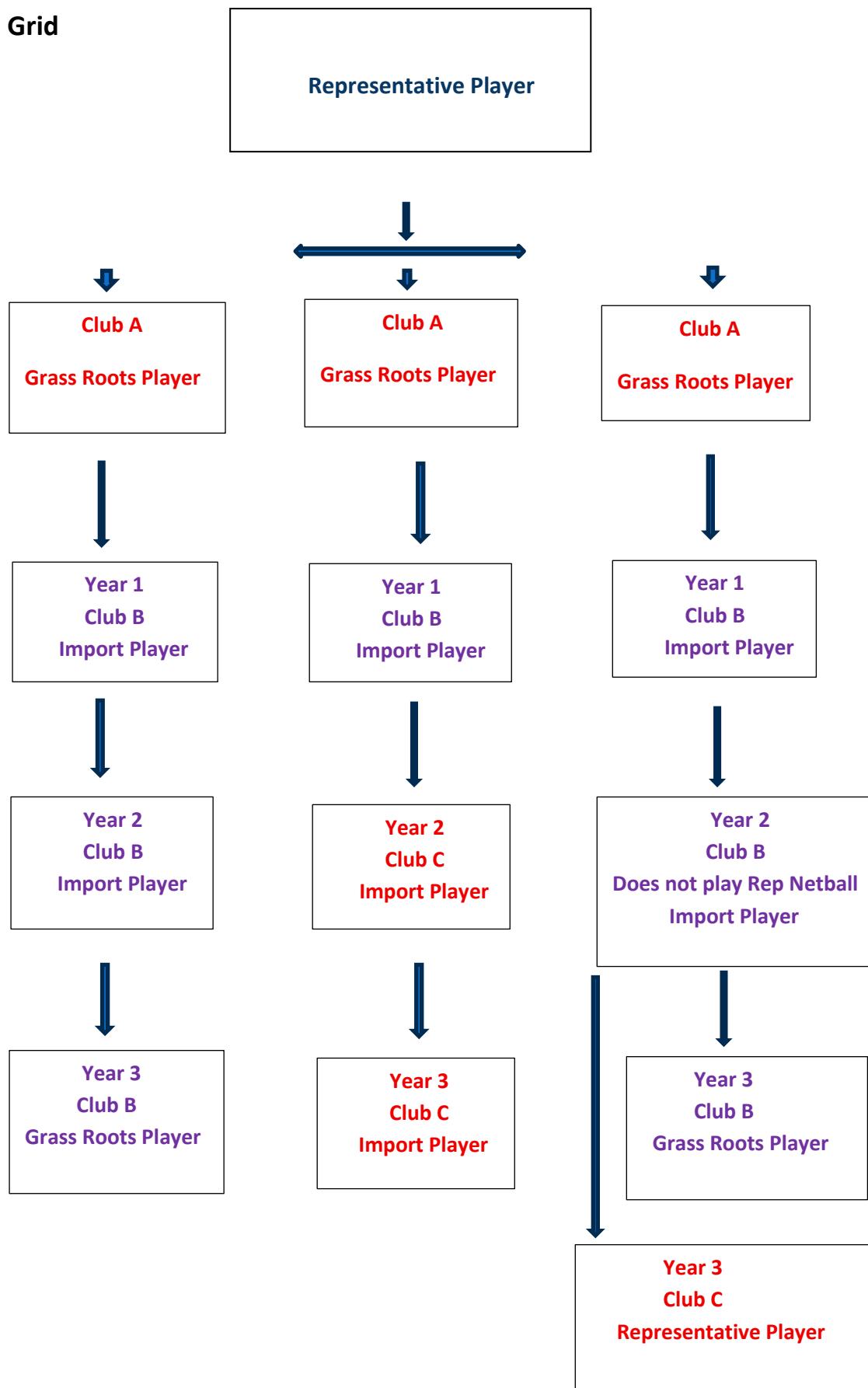
- c) Once all steps above have been accomplished, the appeal will be reviewed by the Executive Committee, who will determine if the player has sufficient justification to be granted an exemption to the Import Representative Player Rule as set out in the Winter Competition Rules.
- d) The Grading Committee will be notified of the approved player exemptions as soon as possible. The Approval will be relevant to the grading process only, and the reason for the exemption will not be disclosed.

## **25) Denial of Appeal Process.**

- a) Should the Appeal be denied, the player may submit in writing to the Association Secretary a further Appeal to the Representative Import Rule Appeals Group.
- b) The Representative Import Rule Appeals Group will comprise of three (3) Independent Club Presidents/Secretaries and one (1) Executive Member who will act as Non-Voting Convenor of the Appeals Group.
- c) Members of the Appeals Group will be formed from the Associations Council Members by the Executive Committee.
- d) The Appeals Group will have full access to all submitted documents and, following the review, will make a decision which will be final and not subject to any further Appeal.

## 26) Import Player

Grid



## **2.7) Summer Competition.**

- a) The minimum age for each grade will be determined by the Association prior to the commencement of Summer Competition.
- b) Teams must have a minimum of four (4) of their registered team members to commence the game and take the court.
- c) All players must wear the same-coloured shirts. Players are allowed to wear shorts, bike pants, or their club playing uniform. Appropriate footwear must always be worn and player positional patches must always be worn.
- d) Players are allowed to wear sports gloves. All players are reminded that they must comply with the General Competition Rule 2a and 2b, and 2c – as in General Player Safety. Players wearing prescription glasses/sunglasses must produce a copy of their prescription to be handed to the Competition Coordinator.
- e) Players may be borrowed from lower divisions and across the same division. 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. In the case of mixed teams, the criteria for the number of male and female players must always be met.
- f) Teams may borrow from other clubs as long as clause 26.e) above is followed.
- g) Players will be eligible to play two (2) games on any one (1) night of this competition. The team must always have four (4) of its registered team members on court during the game.
- h) All umpires must be registered with NNSW and must wear appropriate attire, including suitable sports shoes. Refer 16). Uniforms – Players and Umpires.
- i) The Summer Competition shall be conducted on a “first past the post” basis. The team scoring the highest number of competition points at the conclusion of the competition will be declared the division winner.
- j) A presentation will be made to the winners of each division.
- k) Clubs that have teams that are forfeiting are expected to notify the Competition Coordinator and the opposing team’s Club Committee Member in writing as soon as possible.
- l) Once notification of the intended forfeit has been provided in writing to the Competition Coordinator and the opposing team’s Club Committee Member, this notification is considered final and will not be reversed, except where the Executive Committee cancels all games
- m) If a team does not have at least four (4) of its registered players on 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.

- n) If neither team has four (4) registered team members present to play, the game will be considered a double forfeit, and no competition points will be awarded to either team.
- o) Teams receiving a forfeit against them will receive two (2) competition points.
- p) Teams receiving a forfeit are not required to sign the scoresheet and all members in that team will be recorded as having played.
- q) Forfeit fines do not apply to the Summer Social Night Competition.

## **2 8) Summer Competition Divisions.**

- a) A player's age to play is determined by the age as of the 31<sup>st</sup> of December in the year of play.
- b) Male players 13 years and over are eligible to compete in a separate mixed division or a male only division.
- c) A player shall not play in a junior grade lower than they are registered or lower than their age unless permission has been granted by the Executive in exceptional circumstances.

### **Female Divisions shall be comprised of:**

- d) Senior Female Divisions: Players who are 16 years or older by 31<sup>st</sup> of December in the year of play.
- e) Junior Female Divisions: Should be made up of players 9 years of age in the year of play to 15 years of age in the year of play.
- f) Male players 12 years and under in the year of play are eligible to register in 12 year and under Junior Female Divisions.
- g) Female players 8 years of age by the 31<sup>st</sup> December in the year of play, who played during the Winter Competition for an Under 9 Go team will be eligible to play.
- h) No other players under the age of 9 years will be eligible to play.

### **Mixed Divisions shall be comprised of**

- i) Senior Mixed Divisions – Female and Male players who are 18 years of age by 31<sup>st</sup> of December in the year of play.
- j) Intermediate Mixed Divisions – Female and Male Players who are 13 – 14 years of age by 31<sup>st</sup> of December in the year of play
- k) Junior Mixed Divisions – Female and Male Players who are 15 – 17 years of age by 31<sup>st</sup> of December in the year of play.
- l) Mixed Divisions – No player who is 12 years of age by the 31<sup>st</sup> of December in the year of play is eligible to play in any Mixed Divisions.

**Male Players on Court:**

- m) No more than three (3) Male players are to be on court at any one time.
- n) One only as either Goal Shooter or Goal Attack (attacking third).
- o) One only as either Wing Attack, Centre or Wing Defence (centre third).
- p) One only as either Goal Defence or Goal-Keeper (defence third).

**29) Fines.**

**Meetings.**

- a) Failure to attend Council Meetings as Constitution
  - 1<sup>st</sup> – Warning letter.
  - 2<sup>nd</sup> - \$20 per delegate.
  - 3<sup>rd</sup> - & More - \$40 per delegate.

**b) Competitions.**

**1<sup>st</sup> Forfeit**

- Notified before 5pm on the Friday before the game as per competition rules (or 5 pm for the final series). \$20 per team.
- Notified after 5pm on Friday before the game, and before the commencement of the game as per competition rules (or 5 pm Wednesday for the final series). \$50 per team.
- No notification and/or forfeit after the commencement of the game (Note: fine will be divided evenly between the Association and the club receiving the forfeit). \$100 per team.
- Each subsequent forfeit. Increase each time by of. \$20 per team.
- Playing a player who is determined to be an ineligible player. \$50 per player.