



LIVERPOOL CITY NETBALL ASSOCIATION

COMPETITION POLICY

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1. GENERAL

- 1.1 All competitions run by Liverpool City Netball Association (**LCNA**) are bound by the Netball Australia Integrity Policy Framework and the policies of Netball NSW which include, but are not limited to:
- a. Netball NSW Affiliation and Membership Policy
 - b. Netball NSW Disciplinary Policy
 - c. Netball NSW Adverse Weather Conditions Policy
 - d. Netball NSW Code of Behaviour Policy
 - e. Netball NSW Photography Policy
 - f. Netball NSW Pregnancy Policy
 - g. Netball NSW Social Media Policy

- 1.2 Where a competition-related matter is not provided for in this Policy, the LCNA Executive Committee (**Executive**) reserves the right to make a determination in their absolute discretion.

1.3. Definitions

Association means any netball Association affiliated to Netball NSW.

Club means any Club entering teams into an LCNA Competition.

Competition means any competition run by LCNA from time to time. A competition will generally comprise of multiple grades /divisions.

Competitive means any grade / division where points are awarded for a win, draw or loss, and a ladder showing team rankings is maintained.

Finals Series means the Semi Finals, Final and Grand Final of a Competition.

LCNA Competition Calendar means the calendar of competition dates adopted at the Annual General Meeting each year and updated from time to time by LCNA.

LCNA Registrar means the person holding this role or the equivalent role on the LCNA Executive Committee.

NNSW means Netball NSW.

Representative Player means any player selected in an Association 12 Years, 13 Years, 14 Years or 15 Years, 17 Years, Opens representative team to compete at NNSW Junior or Senior State Titles.

Rules of Netball means the Rules of Netball as published and updated from time to time by the International Netball Federation, the internationally recognised governing body for Netball.

Season means a complete season of any LCNA Competition, including regular

rounds and a Finals Series, where applicable.

Team means any team registered to compete in a Competition run by LCNA.

2. ELIGIBILITY & PLAYER REGISTRATION

2.1. General

- a. It is the responsibility of Clubs to ensure that all players, umpires, coaches and Club officials are registered members of LCNA before taking part in any Competition.
- b. Players must register separately for each Competition.

2.2. Age Eligibility

- a. Age eligibility for grades / divisions is determined based on the calendar year in which the Season finishes (**Year of Play**).
- b. Where a grade / division is age-restricted, this restriction will be specified in the grade / division name and have the following age restriction:
 - i. For a grade / division named “[X] Years”, the age specified represents the oldest age a player may turn within the Year of Play.
 - ii. For a grade / division named “[X] & Over”, the age specified represents the minimum age a player may be turning within the Year of Play.
- c. Cadet grades / divisions are age restricted and represent the following age brackets:
 - i. Junior Cadets – 14 and 15 years.
 - ii. Senior Cadets – 16 and 17 years.
- d. The minimum age for a player to register in an eligible grade / division is turning five (5) years in the Year of Play.
- e. The minimum age for a player to play in a senior grade / division is turning fourteen (14) years in the Year of Play.
- f. Players aged five (5) to eleven (11) years are permitted to play in an age restricted grade / division no more than two (2) years above their own age.
- g. Players aged twelve (12) to thirteen (13) years are permitted to play in an age restricted grade / division no more than three (3) years above their own age.
- h. The restrictions outlined in 2.2.f and 2.2.g are assessed against the highest age group in a Cadet grade / division (e.g. 17 years in a Senior Cadet division).
- i. The Executive may consider an exemption for a player on the basis of medical evidence, supplied in accordance with clause 2.8.

2.3. Gender Eligibility

- a. LCNA recognises Netball Australia's Inclusion of Transgender and Gender Diverse Athletes in Community Netball Guidelines.
- b. Male players:
 - i. May register into a female grade / division up to and including the age of twelve (12) years.
 - ii. Turning thirteen (13) years in the Year of Play may only register in a male only grade / division.
 - iii. Turning fourteen (14) years or older in the Year of Play may only register in either a male only grade / division or a designated mixed netball grade / division.

2.4. Representative Players

- a. Imports
 - i. Any player defined below, transferring from one Club to another Club, is considered an **Import**:
 - (a) A player selected in the LCNA 11 Years Development Squad in the current Season; and
 - (b) A player selected in the LCNA 12, 13, 14 or 15 Years Representative Team in the current or previous Season.
 - ii. A player's status as an Import will be determined solely on the comparison of their registered Club from one winter competition to the next winter competition.
 - iii. A Club may only register (1) Import per Team, or two (2) where both players are LCNA 11 Years Development Squad players, as per clause 2.4.a.i.
 - iv. There will be no restrictions on Imports in spring or social competitions.
- b. Where a Club team contains Representative Players from the current or previous Season, the following additional restrictions will apply:
 - i. Where the team contains one (1) or two (2) Representative Players, no additional restriction will apply.
 - ii. Where the team contains three (3) Representative Players, the team must play at least one (1) year above their applicable age group.
 - iii. Where the team contains four (4) or more Representative Players, the team must play two (2) years above their applicable age group.
 - iv. Where the team contains four (4) or more Representative Players aged

fourteen (14) years or older, they must play in at least the second highest senior grade / division.

- v. Where the team contains four (4) or more Representative Players aged fifteen (15) years or older, they must play in the highest senior grade / division.
- c. All Representative Players, irrespective of their age or the Association they are representing, must play in the highest available Club team in the junior grade in which they play or one of the two (2) highest senior grades / divisions.
- d. NSW Metro League and / or Summer Series players will be permitted to play in a senior grade / division provided that they play in their Club's highest graded team, and no lower than the second highest senior grade / division of the Competition.

2.5. Late Registrations

- a. Any player wishing to be registered to a team after the close of team nominations, as outlined in Section 3, will be deemed a **Late Registration**.
- b. Where a Club has not registered the maximum number of players permitted in their team, they may apply to register additional players as Late Registrations until they meet this maximum number.
- c. Before allowing a player who will be a Late Registration to register, it's the responsibility of the Club to confirm their playing history and ensure their eligibility to be a Late Registration for the relevant team in question. This may include consultation with the LCNA Registrar.
- d. Once grading has been completed, a Late Registration will only be permitted where:
 - i. The player has not played in a higher grade / division than that of the team they are late registering to within the previous two (2) years; and
 - ii. The addition of the player would not have changed the grade / division of that team, had the player been on the original registration.

2.6. Transfer of Players

- a. Prior to the first game of a season, the transfer of a player from one Club to another is only permitted where:
 - i. The Club with which the player was originally registered consents to the transfer; and
 - ii. The conditions of clause 2.5 are met should the player be registering as a Late Registration.
- b. Once a season has commenced, the transfer of players between Clubs is not

permitted.

2.7. De-Registration / Withdrawal of Players

- a. A player may be de-registered at any time by notifying the Registrar on the required form. Upon approval, the Registrar will cancel the player's registration in PlayHQ.
- b. Once a de-registration has been approved and a registration cancelled, that player is no longer eligible to participate in the relevant competition.
- c. De-registration of a player does not automatically entitle the player to a refund of their registration fees.
 - i. A refund of a player's Netball NSW (**NNSW**) Membership Fee will be determined at the sole discretion of NNSW in accordance with their relevant policies.
 - ii. Any application for the refund of the NNSW Membership Fee must be lodged by LCNA and may require supporting evidence to substantiate the reason for de-registration (e.g. a medical certificate).
 - iii. A refund of the LCNA registration fee will be given where NNSW approve a refund of their Membership Fee, or where exceptional circumstances exist.
- d. In the same season, a de-registered player may only be re-registered with the same Club, and in the same team (or higher).

2.8. Medical Exemptions

- a. Where a player with a disability submits appropriate medical evidence, the Executive has the discretion to permit that player to play in a grade / division that is lower than their age would normally allow.

3. TEAM NOMINATIONS

3.1. General

- a. It's the responsibility of each Club to ensure their team nominations comply with this Policy, including in relation to player eligibility and team nominations.
- b. Where a team nomination is found to be in breach of this Policy, the Executive reserves the right to re-grade a team, remove a player from a team, or take any other reasonable action including but not limited to imposing fines and/or a loss of points, irrespective of whether the Club was aware of this non-compliance or not and irrespective of whether the Season has already commenced.
- c. Team nominations for any Competition must be lodged in accordance with

the deadline set down in the LCNA Competition Calendar.

- d. Team nominations will only be accepted after the deadline set down in the LCNA Competition Calendar in the event that a Bye exists in an appropriate grade / division for the team.

3.2. Verification of Age

- a. All players who are under the age of eighteen (18) years in the Year of Play and are registering with LCNA for the first time are required to provide appropriate identification to verify their age, such as a copy of their Birth Certificate or Passport.
- b. The Club to which the player is registering is required to provide such evidence to the LCNA Registrar prior to the player taking the court for the first time.
- c. Any player who plays in a match prior to having their age verified will be deemed an Ineligible Player and the penalties outlined in Section 9 will apply.
- d. A player transferring from one Club at LCNA to another will not be required to provide evidence to verify their age as it is assumed this was completed by their first Club.

3.3. Number of Players

- a. A minimum of seven (7) players must be registered and appear on a team nomination before it will be accepted and considered for grading.
- b. A maximum of twelve (12) players may be registered in any Team.

3.4. Representative Teams

- a. This clause applies to Junior State Titles Teams only (12, 13 and 14 Years).
- b. LCNA Representative Teams may be invited to participate in the winter competition as an invitational team. No points will be accumulated by Representative Teams and they will not compete in the Finals Series.
- c. Representative Teams will participate only for the first ten (10) rounds (in a 6 team competition) or seven (7) rounds (in an 8 team competition) after which they will be replaced in the draw with a Bye.
- d. Teams competing against a Representative Team will be eligible for the following points. Goals scored will be recorded however no goals scored against will be recorded.
 - i. Win: 3 points
 - ii. Draw/Loss: 2 points

- iii. Loss by Forfeit: -1 point
- iv. Win by Forfeit: clause 5.7 (Forfeits) applies
- e. Representative Teams will be placed in a grade as determined by the Grading Committee, however this grade will be no less than the following –
 - i. 12 Years Representative Team – 14 years, A Grade.
 - ii. 13 Years Representative Team – 15 years, A Grade.
 - iii. 14 Years Representative Team – Senior, 2nd highest grade / division.
- f. Players competing as an LCNA Representative Team will still be eligible for and permitted to play within a Club team provided all other aspects of this Policy are upheld in doing so.

3.5. Nomination of Officials

- a. Each team nomination must include the name of a registered coach as a minimum.
- b. The name of the assigned coach must be included on the team nomination as submitted in PlayHQ by the deadline set down in the LCNA Competition Calendar.

4. GRADING & APPEALS

4.1. Committee Structure

- a. The **Grading Committee** will comprise of three (3) members of the Executive, one of which shall be the LCNA Registrar.
- b. The **Appeals Committee** will comprise of five (5) members of the Executive, one (1) who will have been a member of the original Grading Committee.

4.2. Grading Process

- a. Unless otherwise notified, teams will be paper graded for all Competitions.
- b. The Grading Committee shall determine the most appropriate structure and composition for each grade / division, including the format for the Finals, to maximise the quality and competitiveness of each grade / division.
- c. To ensure a fairer grade for all, Teams shall be graded according to:
 - i. The grade / division suggested by the Club;
 - ii. The final placing at the end of the previous Season;
 - iii. The win/loss averages of the previous Season;
 - iv. Composition of the team; and

- v. An assessment of how each team compares with other teams entered into the Competition.
- d. Clubs are required to nominate teams for the most appropriate grade / division based on their composition and previous Season results and provide the LCNA Registrar additional supporting information that would be reasonably be needed to allow a fair grading of the team.
- e. Teams that supply insufficient information may be graded up.
- f. There will be no more than eight (8) teams in each grade / division other than in exceptional circumstances where the Grading Committee determines it fit to ensure a fair and equitable competition.

4.3. Appeals

- a. Clubs will have the opportunity to appeal their allocated grade by lodging the appropriate form to the LCNA Registrar prior to the deadline set down in the LCNA Competition Calendar.
- b. The Appeals Committee will consider the following when determining whether to uphold or dismiss the appeal:
 - i. The information provided by the Club on the appeal form;
 - ii. The notes from the original Grading Committee decision;
 - iii. The composition of all relevant grades / divisions related the appeal; and
 - iv. The fairest outcome for all impacted teams.
- c. There is no appeal from the decision of the Appeals Committee.

4.4. In-Season Re-Grading

- a. The Grading Committee shall monitor the results of all grades/ divisions during a Season and reserves the right to re-grade any Team that is determined to have been significantly mis-graded based on their results.
- b. Such re-grading shall take place no earlier than round five (5) and prior to the commencement of round eight (8) of the Season.
- c. Any Team subject to re-grading may lodge an appeal to the Appeals Committee within 48 hours of notice of the re-grading.
- d. Where a team is re-graded to a higher grade / division, the number of points the team has will be adjusted so that they are placed the equivalent of one win below the team on the top of the ladder. If the number of points the team has is already lower than this, then no adjustment will be made.
- e. When a team is re-graded to a lower grade / division, no adjustment will be made to its playing record.

5. COMPETITION RULES

5.1. General Provisions

- a. The Rule of Netball will apply to all Competitions run by LCNA unless otherwise stated within this Policy.

5.2. Court Requirements

- a. If an allocated court is considered to be unplayable, an official representative of both teams should notify the Umpire's Control Room at least fifteen (15) minutes prior to the match commencing.
- b. If it's agreed that the court is unplayable, an alternative court will be nominated by the LCNA person on duty.
- c. If no alternative court is available, then that match will be officially declared cancelled.
- d. All courts are required to have post pads on both posts before a match commences.
- e. It's the responsibility of the "home" team (the left-hand team on the score sheet) to ensure that the goal post pads are in place prior to the match.
- f. It's the responsibility of the winning team of the final match of the day to remove and return the post pads from their court to storage at the conclusion of the match.

5.3. Adverse Weather

- a. The Netball NSW Adverse Weather Conditions Policy guides the effective management of adverse weather conditions. LCNA applies this Policy in making decisions regarding local matches.
- b. Where a match cannot be not commenced due to adverse weather, it shall be treated as follows:
 - i. In instances where no matches in a round commence, on the first occasion this occurs each season, the entire round will be rescheduled to the date of the Wet Weather Round set aside in the LCNA Competition Calendar.
 - ii. In instances where no matches in a round commence, on the second and any subsequent occasions this occurs each season, all matches will be declared abandoned and one (1) point will be awarded to each team.
 - iii. In instances were only one (1) or two (2) timeslots in a round are unable to commence, these matches will be rescheduled and played on

another day and time. For the avoidance of doubt, this clause applies only to Competitive grades / divisions and not NetSetGo or similar non-Competitive grades / divisions.

- iv. In instances where a match commences but is stopped due to adverse weather prior to half time, the match is not considered to have been played and the score at the time play is stopped will be expunged. The decision to re-play or abandon the match will be made in accordance with clauses 5.3.b.(i to iii), above.
- v. In instances where a match commences but is stopped due to adverse weather at or after half time, the match will be declared a completed match. As such, the final result will be recorded as the score at the time the match was stopped.

5.4. Blood & In-Game Injuries

- a. The Blood Rules as adopted in the Rules of Netball apply to all LCNA Competitions.
- b. In the event of a player's uniform or positional patch being blood stained (during the match) that player may retake the court in non-uniform clothing.
- c. Play may be stopped for injury or illness in accordance with the Rules of Netball. During centrally-timed matches, while time will be held by the umpires, the time lost to treat illness or injuries will not be added to the overall game time.
- d. In the event a team has only five (5) players on court and one (1) is injured or has blood, the umpire will call time for the injury/illness or blood to be addressed. The match will be stopped for up to two (2) minutes for the injured player to recover or address any blood. In the event the injured player is not fit to continue playing after the two (2) minutes, their team will be considered to have forfeited and the result recorded in accordance with clause 5.7.
- e. All in-game injuries should be recorded on the back of the scoresheet in the event this information is needed to support a sports injury insurance claim. The information to be recorded includes the player's name, approximate stage of the game the injury was sustained and the location and a short description of the injury.

5.5. Competition Fixtures

- a. Competition fixtures will be released as per the date set down in the LCNA Competition Calendar.
- b. Timeslots for each grade / division will be at the discretion of the Grading Committee based on the volume of matches to be contested each round.

5.6. Match Duration & Timing

- a. All matches timings will be indicated by a central siren, unless otherwise indicated in this Policy or in the event of a technology failure.
- b. No extra time will be added to any match other than where indicated in this Policy.
- c. Competitive matches will be contested over four (4) x 15 minute quarters.
- d. Non-Competitive matches will be contested over four (4) x 10 minute quarters, unless otherwise advised by LCNA prior to the commencement of the Competition.

5.7. Forfeits

- a. Any Team which forfeits a match prior to it commencing will be liable to pay a fine set out in Section x, unless they have notified the LCNA Registrar of their intent to forfeit prior to the following deadlines:
 - i. For matches that are scheduled to commence at 11am or earlier, notification is required no later than 7pm on the previous day.
 - ii. For matches that are scheduled to commence after 11am, notification is required a minimum of four (4) hours prior to the scheduled start time.
- b. A team will receive a forfeit five (5) minutes after the commencement of the timeslot should the other team not have five (5) players present and ready to play.
- c. If a Team is required to forfeit a match after it's commenced (e.g. through injury or illness they are unable to maintain five (5) players on the court) no fine shall apply provided the match has reached half time.
- d. All forfeited matches will be recorded as follows:
 - i. Where the match has not commenced: 20 goals to nil in favour of the non-forfeiting team.
 - ii. Where the match has commenced: The higher margin of 20 goals to nil in favour of the non-forfeiting team, or the actual score at the time of the forfeit.
- e. For forfeits declared before a match commences, all players in the team that receives the forfeit win will be recorded as playing in that match. No players from the team declaring the forfeit will be recorded as having played in the match.
- f. For forfeits declared after a match has commenced, all players in both teams that took the court will be recorded as playing in that match.
- g. On the occasion of a Team's third forfeit in a Season they will be disqualified

from the Competition and removed from the fixtures.

5.8. Number of Players

- a. Teams must have five (5) registered players in order to take the court.
- b. A minimum of five (5) registered players from each team must remain on the court at all times during the match. Should less than five (5) players be able to continue the match at any point, a forfeit will be declared in accordance with clause 5.7.c.

5.9. Maximum Number of Games Per Round

- a. A player may participate in a maximum of two (2) games per round of a Competition.
- b. If a player's registered team has a bye or forfeit in any round, this is considered as one (1) game for the purpose of this clause.
- c. A player may only play for one (1) Team at each timeslot.
- d. If Representative Teams are invited to participate in the winter competition, those players may only play in their registered Club Team and Representative Team within any round.
- e. Where a player's Representative Team is not invited to participate in the Competition, then a Representative Player may only play a second game in a higher "A" or "1" grade / division.
- f. For the avoidance of doubt, a round will include all games in a Competition listed as part of the same round (e.g. Round 8) regardless of whether or not they are played on the same day.

5.10. Borrowing of Players

- a. In the event of any Team failing to have enough players to participate in a match, they may borrow players from a lower grade providing that at no time does the number of borrowed players exceed the number of players registered to that Team.
- b. A player cannot be borrowed to play in:
 - i. A lower grade / division than the grade / division in which that player is registered to play;
 - ii. A junior or cadet grade / division if they are registered in a senior competition, regardless of being age eligible;
 - iii. Another Team in the same Competitive grade / division; or
 - iv. A Team within another Club.

- c. A borrowed player must be eligible for the grade / division in accordance with clause 2.2.
- d. The borrowed player's full name and the grade / division of the Team in which they are registered must be recorded on the scoresheet.
- e. A borrowed player playing their second (2nd) game of the day may only play if:
 - i. The Team that has borrowed the player has less than seven (7) registered players capable of taking the court; and
 - ii. Once a borrowed player has taken the court, they must be substituted by a registered player arriving late.
 - iii. If an injury or illness occurs during the game, a player may be borrowed to replace the injured or ill player. If the player who was injured or ill is able to return to the game, that player must replace the borrowed player (in accordance with the Rules of Netball) and the borrowed player will take no further part in the game.
- f. Failure to comply with this clause will deem that player as ineligible and the penalty outlined in Section 9 will be imposed upon the Team.
- g. A player may be borrowed into a higher grade / division up to three (3) times in any Competition. However, having played three (3) matches in any higher grade / division they shall:
 - i. Permanently become a registered member of the lowest graded Team for which they played as a borrowed player; and
 - ii. No longer be eligible to play for their originally registered Team.
- h. Should the application of clause 5.10.g result in the Team having more than the maximum allowed number of registered players, if one cannot be de-registered, the borrowed player will instead be placed in the next highest Team for which they are eligible.

5.11. Player Substitutions

- a. LCNA Competitions will utilise rolling substitutions as outlined in the Rules of Netball.

5.12. Mixed Netball

- a. In grades / divisions designated as Mixed Netball, the following additional rules shall apply:
 - i. No more than three (3) male players may take the court for each Team at any one time.
 - ii. A maximum of one (1) male player may play in any area of the court at

one time. Areas of the court are defined as:

- (a) Attack: Goal Shooter and Goal Attack;
- (b) Midcourt: Wing Attack, Centre, Wing Defence; and
- (c) Defence: Goal Defence and Goal Keeper.

5.13. Scoresheets & Scoring

- a. The “home” team (the left-hand team on the draw) is responsible for picking up the scoresheet prior to the match.
- b. Each team shall supply a scorer who must be a minimum of 15 years old. The scorers shall remain together on the same side of the court, towards the middle of the court, for the entire match.
- c. The score at the end of each quarter should be recorded in the relevant section of the scoresheet and a circle placed around the corresponding number in the goal tally.
- d. No disputes will be entered into from Teams not supplying a scorer.
- e. All scoresheets must be signed by both umpires and both scorers. This is considered the official scoresheet.
- f. The winning team is responsible for returning the scoresheet to Umpire’s Control immediately after the game.
- g. Scorers must tick the relevant boxes to indicate which players participated in the game. Failure to do so shall incur the penalty outlined in Section 9.
- h. If a player is not participating in the game, then under no circumstances should their relevant box be ticked. If this occurs, the penalty outlined in Section 9 shall be applied.
- i. If a player is borrowed for the match, their full name, along with the team number and grade of the team in which they are registered must be clearly noted in the relevant section of the scoresheet. Failure to do so shall incur the penalty outlined in Section 9.
- j. If either team realises they have made an error on the scoresheet with regards to the recording of their players or signatures, this error can be remedied within one (1) hour of the end of the match by notifying the LCNA Registrar, or their delegate, and making the alteration to the scoresheet under their supervision. No penalties will be imposed if this procedure is followed.

5.14. Points System

- a. The following points shall be awarded in Competition matches as follows:

- i. Two (2) points for a win
 - ii. Two (2) points for a win by forfeit
 - iii. One (1) point for a draw
 - iv. Zero (0) points for a loss
 - v. Zero (0) points for a loss by forfeit
 - vi. One (1) point EACH for an abandoned match
 - vii. Zero (0) points EACH for a cancelled match
 - viii. Zero (0) points awarded for a bye
- b. Clause 3.4.d supersedes the above clause where the match involves a Representative Team.

5.15. Competition Ladders

- a. The position of Teams on the ladder in each grade / division will be determined, in sequential order, by:
 - i. Points Average: Points awarded divided by the number of matches played. Matches played includes forfeits but excludes byes;
 - ii. Goal Percentage: Goals For divided by Goals Against multiplied by 100;
 - iii. Goal For.

6. FINALS SERIES

6.1. Format

- a. Unless otherwise advised by the Grading Committee prior to the commencement of a Competition, the top four (4) Teams at the end of the rounds will qualify for the Final Series.
- b. The format of a four (4) team Finals Series will be as follows:

Week 1 SEMI FINAL	Week 2 FINAL	Week 3 GRAND FINAL
Semi Final 1 1 st v 2 nd	Loser Semi Final 1 v Winner Semi Final 2	Winner Semi Final 1 v Winner Final
Semi Final 2 3 rd v 4 th		

- c. Trophies or medallions will be presented to the winners and runners-up of each grade / division.

6.2. Qualification of Players

- a. To qualify for the Finals Series, a player must have played at least three (3) games with that Team during the relevant Season. Wet weather games are considered as games actually played by all players registered prior to that date.
- b. For the avoidance of doubt, players may not be borrowed for Finals Series matches.
- c. During the Finals Series, any Team playing an unregistered or ineligible player will be disqualified.

6.3. Match Organisation

- a. For all matches during the Finals Series, each Team must supply a timekeeper to manage timing for the match, including holding of time as indicated by either umpire.

6.4. Extra Time

- a. In the event of a draw at the end of any game during the Finals Series, the following extra time procedures will apply, in accordance with the Rules of Netball:
 - i. A four (4) minute interval at the end of full time will be taken;
 - ii. Two (2) halves of seven (7) minutes each will be played;
 - iii. A half time interval of one (1) minute will be taken.
- b. In the event the score is still drawn at the end of extra time, play will continue until one team has a two (2) goal advantage.

6.5. Wet Weather

- a. In the event of a Finals Series game being unable to commence, or being stopped prior to half time due to wet weather, the Finals Series schedule for that grade / division will be adjusted to utilise the Finals Series Wet Weather date set aside in the LCNA Competition Calendar.
- b. Where more than one scheduled match day within the Finals Series is affected by wet weather, best endeavours will be made to reschedule the subsequently affected match/es prior to the next scheduled Finals Series match in the grade / division.
- c. If a Finals Series match is unable to be rescheduled, the Team which finished

highest on the ladder at the end of the regular rounds will be declared the winner.

6.6. Forfeits

- a. Any team which forfeits any game in the Finals Series will be disqualified immediately and take no further part in that Finals Series.

7. NETSETGO COMPETITION

7.1. General

- a. NetSetGo competitions are those competitions limited by age to nine (9) year olds or younger within the winter competition.
- b. No ladders will be published for any NetSetGo competition.
- c. The completion of the NetSetGo Season shall be the final round, which is the week prior to the Finals Series commencement in Competitive grade / divisions.
- d. All players will receive a token of participation from LCNA at the conclusion of the Season.

7.2. 7 & 8 Years - Rule Modifications

- a. Players may only play the same area of the court for up to two (2) quarters per game. Areas of the court are defined as:
 - i. Attack: Goal Shooter and Goal Attack;
 - ii. Midcourt: Wing Attack, Centre, Wing Defence; and
 - iii. Defence: Goal Defence and Goal Keeper.
- b. All players are to play at least two (2) quarters per game. Care should be taken to ensure all players have equal time in each position over the Season.
- c. Scoring will not be undertaken.
- d. Where possible, eight (8) foot goal posts will be used for all matches.
- e. A size four (4) ball is to be used.
- f. After catching it, players must throw the ball within six (6) seconds
- g. Shuffling on the spot to gain balance before throwing is permitted, without moving down the court.
- h. A player must defend an opponent from a distance of 1.2m (4 feet).
- i. Umpires must:

- i. Use simple language to clearly explain decisions.
- ii. Adopt an encouraging and pleasant manner to ensure an open free-flowing game particularly in the setting of penalties and the taking of throw-ins.
- j. Coaches:
 - i. For the purposes of maintaining the flow of the game, are permitted on court to assist their team.
 - ii. Must work with each other but at no time interfere with the umpiring of the game.

7.3. 9 Years - Rule Modifications

- a. To assist in preparing players for the transition to Competitive competition, all 9 years grades / divisions will be played under standard netball rules.

8. SPRING & SOCIAL COMPETITIONS

- 8.1 Spring and other social competitions shall be run on a first past the post basis, meaning no Finals Series will be played.
- 8.2 Trophies or medallions will be awarded to the winning team only.
- 8.3 Teams will be permitted to play in matching clothing rather than their registered Club uniform.
- 8.4 Other rule innovations may be applied to Spring and social competitions, such as two (2) point shots. Any alterations or additions to the rules outlined in this Policy will be communicated prior to the registration period for the relevant competition.

9. FINES & PENALTIES

9.1. Scoresheet Infringements

- a. Failure to record participating players:
 - i. Each occasion: \$50 fine.
- b. Recording a non-playing player as participating:
 - i. 1st occasion: \$50 fine.
 - ii. 2nd occasion and subsequent occasions: \$100 fine.
- c. Scorer not sign the scoresheet:
 - i. Each occasion: \$50 fine.

9.2. Player Infringements

- a. Playing an unregistered player:
 - i. 1st occasion: \$50 fine and the result recorded as a forfeit.
 - ii. 2nd occasion: \$100 fine, the result recorded as a forfeit and loss of two (2) additional points.
 - iii. 3rd occasion: \$150 fine and disqualification of the Team from the Competition.
- b. Playing an Ineligible Player (a player played contrary to this Policy):
 - i. 1st occasion: \$50 fine and the result recorded as a forfeit.
 - ii. 2nd occasion: \$100 fine, the result recorded as a forfeit and loss of two (2) additional points.
 - iii. 3rd occasion: \$150 fine and disqualification of the Team from the Competition.
- c. Borrowed player not recorded on scoresheet:
 - i. 1st occasion: \$50 fine and the result recorded as a forfeit.
 - ii. 2nd occasion: \$100 fine and the result recorded as a forfeit.
 - iii. 3rd occasion: \$150 fine and disqualification of the Team from the Competition.
- d. Birth certificate not sighted:
 - i. Each occasion: \$50 fine.

9.3. Forfeits & Withdrawals

- a. Forfeits:
 - i. 1st or 2nd forfeit of a Season, failure to provide required notice: \$50 fine.
 - ii. 3rd forfeit of the Season, irrespective of notification: \$100 fine.
- b. Withdrawal of a Team after the release of Competition fixtures: \$100 fine.

9.4. Payment of Fines

- a. All fines must be paid within 14 days of issue.
- b. No Team may participate in the Finals Series where any Club fines remain unpaid.

10. DISCIPLINARY MATTERS

10.1. Player Behaviour

- a. Poor player behaviour will be dealt with in accordance with the NSW Disciplinary Policy.

10.2. Abandoned Matches

- a. Where a match is abandoned by an umpire due to player or spectator behaviour, the following shall apply to the result of the match:
 - i. The result shall be declared a forfeit by the offending Team.
 - ii. The score shall be recorded as the higher margin of 20 goals to nil, or the actual score at the time of the abandonment, in favour of the non-offending team.
- b. Where both Teams are deemed responsible for the abandonment, the match will be recorded as a cancelled match.

11. UMPIRES

- 11.1 All matters relating to Umpires are dealt with under LCNA's Umpires Policy.

12. UNIFORMS

- 12.1 Players must wear registered Club uniform that complies with Netball Australia's Inclusive Uniform Policy.
- 12.2 Competing Teams must wear distinguishing bib / patch colours.