

CRAIGIEBURN NETBALL ASSOCIATION INC. JUNIOR COMPETITION RULES

STARTING TIMES: Team fee is to be paid before collecting score sheets. Games are to commence at the designated time. Games are not to be delayed under any circumstances. All matches will be timed from one control siren. No team may take the court with fewer than five players. First team named on the score sheet will have the option of the first centre pass. LATE teams are penalised one goal per minute, after five minutes game is declared a walkover and where possible a scratch match will be organised.

MATCHES: Matches will consist of 4 x 10 minute quarters with a 2 minute break at half time.

SCORING: Each team must provide a scorer (minimum age 13) for all games. The scorers must sit together for the duration of the game on the sideline. One official scoresheet/ipad will be used for each game. Team captain must ensure all players names are correct and sign the official scoresheet at the end of the game to indicate their satisfaction of the scores.

WALKOVERS: are not permitted and incur a fine of both teams game fees. The opposing team gains four (4) points and ten goals to nil score when a team does not turn up to play. In the event that a team has not enough players to take the court the umpires will organise a scratch match, with each team paying their own game fees and the non-offending team receives the four points. If the team with not enough player's decides not to play they will incur the walkover fine and shall pay both team's costs, if the non-offending team decides not to play they are still required to pay their court fees as a game has been offered.

FINALS: to qualify for Finals a player must have played 3 FULL GAMES.

QUALIFICATION OF PLAYERS FOR FINALS: no team will be allowed to qualify a new player in the last three (3) normal playing rounds of the season. Finals cannot be counted as normal rounds.

COACHES/TEAM MANAGERS: must make sure all players and interchange players names are recorded on the official score sheet/ipad prior to the commencement of the games. Team game money is to be paid to the supervisor PRIOR to the commencement of game. All players must have a current Netball Victoria Registration.

JEWELLERY & FINGERNAILS: jewellery of any kind is not permitted (exceptions: medical alert bracelets & NEWLY pierced ears, but must be taped). Fingernails must be cut short or taped correctly using flesh/skin coloured Elastoplast tape only, sold at front desk. Approved sports gloves are permitted.

UNIFORMS: On the 3rd week of competition, all teams are expected to be in full matching uniforms. Out of uniform incurs a loss of 2 goals. Singlet tops are only permitted if they are designated uniform otherwise offending player will incur Out of Uniform penalty. TEAMS MUST SUPPLY THEIR OWN BALL. Bibs will be supplied by the Association.

BLOOD RULE: In the event if a player sustaining an injury involving bleeding, the player involved must leave the court and cannot re-join the game until all bleeding has been stopped and the wound dressed. The game continues unless the court or the ball requires blood to be removed. If substitution made, game continues, if position left vacant player resumes position during an interval or after a goal scored after notifying the umpires.

CANCELLED/INTERRUPTED MATCHES: Two points are awarded to each team when games are cancelled due to total power strike, water on courts, extreme weather, a prolonged petrol strike or any unforeseen circumstances.

PLAYING FOR HIGHER AGE GROUP: Registered players are priority. Teams must fill all possible positions on the court with current registered players before including any fill ins. Players may fill in for a team in a higher age group for only 2 games in the season and their names must be recorded on the score sheet (identified as a fill in with an asterisk *). If a player plays any more than 2 games for the same team they will stay in the higher age group for the remainder of the season. (Rule 14. C.N.A). Players can only play two games per competition day.

MIXED TEAMS: For age groups 15/17 & up no more than three male players are permitted on the court at a time. Male players are not required to be opposed to a male player. No more than one male player is permitted inside a goal circle at any given time.

There is no limit to the number of males registered on the scoresheet.

ROLLING SUBS: are permitted in accordance with Rules of Netball

MERCY RULE: 9&under & 11&under competition mercy rule applies when a team is leading by 10 goals at any stage of the game. Each time a goal is scored, the opposition team will take the centre pass for the remainder of that quarter. 13&under & 15/17&under mercy rule applies when a team is leading by 20 goals.

MISCONDUCT: Umpires have the authority to order off players or cancel games due to offensive/unsportsmanlike behaviour. The committee has the authority to reprimand or expel any member/team found guilty of such conduct, which in the opinion of the Committee deems such member/team unworthy of remaining in competition. Bad language, offensive behaviour and umpire/official abuse will not be tolerated in this competition and will be severely dealt with. Umpires will penalise offending players/spectators/ coaches in accordance with the rules of netball and may report players/spectators who persist in this regard to Umpire supervisor. The Match committee, at its discretion, may choose to penalise teams whose players/spectators continue to offend.