

Junior Games Policy



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This policy covers the rules of the NTNA junior roster.

The Roster will be run under the International Netball Federations (INF) Rules of Netball (which can be found on the Netball Australia Website <https://netball.com.au/>) in conjunction with the rules within this policy.

1 Roster

- 1.1 A player must be of age as of the 31st December of the calendar year to be able to be included in a team.
- 1.2 The roster will be conducted under the following age groups:
 - 1.2.1 Net Set Go! (8-10 years) – refer Appendix A (Net Set Go program rules)
 - 1.2.2 11 & Under Development (for first year only after NSG)
 - 1.2.3 11 & Under
 - 1.2.4 12 & Under
 - 1.2.5 13 & Under
 - 1.2.6 14 & Under
 - 1.2.7 15-17 & Under
 - 1.2.8 The roster will be conducted for a minimum of 15 weeks on Saturdays, where possible during each calendar year.
- 1.3 Prior to the release of the roster all teams with the exception of Net Set Go! Will participate in a series of grading rounds or round robin games, to determine divisions within age groups. (see Grading Policy & Procedures)
 - 1.3.1 Teams may be moved from their nominated division after grading rounds, (refer to Grading Policy & Procedures).
 - 1.3.2 Where possible, each division will comprise of six teams.
 - 1.3.3 The NTNA has the option to combine two (2) divisions for roster rounds and split teams for finals (1 to 4 in the higher division and 5 to 8 in the lower division).
- 1.4 Each team within a division will be allocated the same amount of games within the roster, where possible.
- 1.5 **Finals**
 - 1.5.1 The premier team in each division shall be decided by a series of finals.
 - 1.5.1.1 Week 1 Elimination Final: 3rd v 4th and Semi Final: 1st v 2nd
 - 1.5.1.2 Week 2 Preliminary Final: Winner of Elimination Final v Loser of Semi Final
 - 1.5.1.3 Week 3: Grand Final: Winner of Semi Final V Winner of Preliminary Final
- 1.6 Rosters will be made available as soon as possible.

2 Junior Boys

- 2.1 Boys are permitted to play in the Net Set Go! Program and 11 & Under age groups without any restrictions.
- 2.2 Boys eligible for the 13 & U age group as of the 31st December of the calendar year of the season are eligible to play subject to clause 2,4.

- 2.3 Boys 14-17 years old as of the 31st December of the calendar year of the season are eligible to play in an age group and division reflective of their skill, development and capabilities and subject to clause 2.4. and the NTNA Grading Policy and Procedures.
- 2.4 A team may have up to three (3) boys on court at any one time. If three (3) boys are on the court, they must play in separate thirds of the court. If two (2) boys are on the court at any one time, they must play in the separate thirds of the court. (ie. One as GS or GA, one as C, WA or WD, and one as GD or GK).

3 Premiership Points

- 3.1 Points will be allocated:
- 3.1.1 Win – 4 points
 - 3.1.2 Draw – 2 points
 - 3.1.3 Bye – 0 points
 - 3.1.4 Forfeit – Refer to Clause 12

4 Game Times

- 4.1 15 to 17 & Under: 4 x 15 minute quarters
- 4.2 11 & Under – 14 & Under – 4 x 12 minute quarters
- 4.3 Net Set Go: - 4 x 10 minute quarters
- 4.4 The NTNA reserves the right to adjust these times due to the logistics of running the roster.
- 4.5 **Interval Times**
- 4.5.1 11 & Under to 15 & Under to 17 & Unders: 2 minutes, 3 minutes, 2 minutes
 - 4.5.2 Net Set Go!: 3 minutes, 5 minutes, 3 minutes

5 Awards

- 5.1 **Player Sportsmanship Award**
- 5.1.1 Players from 13 & Under to 17 & Under are eligible to receive Sportsmanship votes.
 - 5.1.2 Votes will be awarded to players, by both umpires, to three (3) players from either team they deem as playing with integrity, respect, and in the spirit of the game.
 - 5.1.3 Votes will be awarded: 3 votes – Best, 2 votes – Second best, 1 vote -Third best
 - 5.1.4 At the conclusion of the roster, votes will be tallied and the winner announced at the Grand Final presentation of each division.
- 5.2 **Team Sportsmanship Award**
- 5.2.1 Will be awarded to the team with the most player votes in each age group division.
- 5.3 **Club Sportsmanship Award**
- 5.3.1 Will be awarded to the club with the most player Sportsmanship votes on a percentage basis.

- 5.3.1.1 Percentage will be calculated by total of club player sportsmanship awards by total club games played.
- 5.4 **Encouragement Awards**
 - 5.4.1 Players from Net Set Go! To 12 & Unders are eligible to receive an Encouragement award.
 - 5.4.2 It is the responsibility of the coach to nominate one (1) player from their team for the encouragement award each week and include it on the NTNA Official score sheet.
 - 5.4.3 The NTNA will be responsible for the issuing of the Encouragement awards to the nominated players the week following nominations.
- 5.5 **Player of the Grand Final**
 - 5.5.1 At the conclusion of each division grand final, the umpires will award the player who showed great sportsmanship, fair play and who had the greatest impact on the game. This person may not necessarily be the best player on the court but may of come on and changed the game or a player may have made 2/3 spectacular intercepts to save the game.

6 Club Responsibilities

- 6.1 Must ensure that players, coaches, umpires and officials are properly registered through the current Netball Australia software platform.
- 6.2 As a minimum have a current Foundation accredited coach allocated to each team nominated.
- 6.3 Must allocate a suitably qualified umpire to each nominated team, who has the knowledge and skill to umpire at the division the team is in. (See Umpiring Policy and Procedures Clause 4)
 - 6.3.1 Clubs are to ensure after grading rounds team allocated coaches and umpires meet the requirement within Clause 6.1, 6.2 and 6.3.
- 6.4 Team nominations must be submitted by the designated closing date.
 - 6.4.1 Lodgement of team nomination after the closing date may not be accepted. If at the discretion of the NTNA, the late team nomination is accepted, that team will not have any right to appeal should they be placed in a division other than their nominated one.
 - 6.4.2 Clubs are to nominate teams to the division that best fits the skill and experience level of its players.
- 6.5 Ensure all nominated coaches and other team officials (excluding umpires) have current Working With Vulnerable People cards.
- 6.6 Clubs must update NTNA of any changes to original team player lists as soon as possible.
- 6.7 Ensure all Club officials, players, coaches and umpires have access and are aware of all Netball Australia's National Codes of Behaviour.

- 6.8 Ensure all Club Officials, Players, Coaches and Umpires have access and are aware of the rules within this policy.
- 6.9 Pay NTNA all invoices that relate to this roster within the terms listed on the invoice.
- 6.10 Ensure all relevant parties are notified of any penalties awarded to them.
- 6.11 Clubs may be allocated Scorebench and gate duties for finals in addition to their team's roster duties throughout the year.
- 6.12 Provide a Primary Carer for all teams.
- 6.13 Mentors** -It is the Club's responsibility to provide mentors for foundation accredited umpires in their first 15 games as a minimum (refer Umpiring Policy and Procedures – Clause 4.6). Mentors must have attended the Mentor training course prior to the commencement of the Junior season each year. Umpire Mentors will also need to have completed the Mentoring course offered through Netball E-Learning

7 Match Day Duties

- 7.1 Clubs may be requested to provide support to the NTNA Match Official to ensure the smooth running of games for players, clubs and supporters.
- 7.2 Clubs are required to complete a minimum of one (1) duty day per season, unless an arrangement has been made with the NTNA and another club is happy to take on the extra duty.

8 Player Requirements

- 8.1 Must have current player registration on the current Netball Australia software platform and pass on proof to their club.
 - 8.1.1 When a player has only registered via the current Netball Australia software platform for a single game registration, a registration receipt must be presented to the Match Official prior to the player taking the court.
- 8.2 Must read and follow all Netball Australia National Codes of Behaviour.
- 8.3 Are encouraged to complete the online Rules of Netball Theory Examination
- 8.4 Adhere to the dress code within this policy.

9 Clearances

- 9.1 All members have a right to seek clearance from a club.
 - 9.1.1 They do not need to justify their reason for the clearance, and at no time is the current club that the clearance been requested of, be allowed to approach the player requesting the clearance.
- 9.2 If a player played for a different NTNA club within this roster in the last twelve (12) months, the new club is required to seek a clearance from the previous club via the current Netball Australia software

platform. The clearance must be sought before registering with the new NTNA club. It is the clubs responsibility to ensure all their players are registered correctly on the current software platform as per Clause 6.1 of the Junior policy.

- 9.3 Clubs must not register a player/official from another club without receipt of lodgement of clearance from that person that is older than 6 days.
- 9.4 A club must reply to the current Netball Australia software platform request for clearance within 5 days of receipt. Failure to do so will result in the applicant having an automatic clearance after six (6) days.
- 9.5 Once request has been lodged on the current software platform the club must immediately forward to the old club a copy of receipt of lodgement of clearance.
- 9.6 No member shall receive more than one (1) clearance per roster in a calendar year without NTNA endorsement.

10 Outstanding Obligations

- 10.1 Clubs are to provide the NTNA office with the names of any members who have any outstanding monies, equipment or uniform owed to them by the 31st December of each calendar year.
 - 10.1.1 These members are unable to be registered or compete in any NTNA competition until their obligations have been cleared.
 - 10.1.2 Clubs must advise the NTNA office within 24 hours or receipt of items listed in Clause 10.1 of this policy.

11 Team Requirements

- 11.1 Must have a minimum of seven (7) registered players on the team registration form.
 - 11.1.1 If a player's name does not appear on the team registration list on the current Netball Australia software platform and they have not played in a lower team and that player takes the court they will be allocated to that team for the duration of the roster.
- 11.2 If a club enters two (2) teams in the same division the players must only play with the team that they are registered with in that division.
 - 11.2.1 Any player used to 'fill-in' must play with that team only.
- 11.3 No player may play in a lower division than the one that the player is registered with in any match during one (1) season without the special permission of the NTNA.
- 11.4 Players will be allocated quarters towards finals eligibility as per the scoresheet, per team.
 - 11.4.1 Where a fill-in player from a lower division is used, no quarters will be allocated towards finals eligibility in their fill-in team.

- 11.5 If a player plays for more than 22 quarters as a fill-in player in a higher division, that player will become a member of the highest division they have played with and hence will not be available to participate in their original team. (eg. Player A plays 11 Div 2, fills in for 11 div 1 for 10 qtrs and then 13 Div 1 for 5 quarters and 13 div 2 for 7 quarters, Player A is then a member of the highest team they have filled in for – 13 Div 1)
- 11.6 Tasmanian Netball League players:
- 11.6.1 Tasmanian Netball League Open and 19 & Unders must play in the top division available within the NTNA junior roster (ie. 17 & Under Division 1).
 - 11.6.2 No more than three (3) Tasmanian Netball League Open and 19 & Under players may take the court at any one time within a team.
 - 11.6.3 Any NTNA representative or TNL Development players should play in the highest division available in their age group.
 - 11.6.4 Teams with three (3) or more NTNA representative, or TNL Development players will automatically be placed in Division 1 for their age group, with a possibility of movement up to Division 1 in the next age group.
- 11.7 Each team is to supply a Scorebench official for each game.
- 11.8 Each team with another team from the same club or a team from another club who are close in colour in the same division must supply clash bibs.
- 11.8.1 Home team (first named on scoresheet) to wear club colour.
 - 11.8.2 Opposing team must wear bibs of an alternate colour to their playing uniform.

12 Uniform Code

- 12.1 Players must dress according to Rule 5 in the (INF) rules of Netball.
- 12.2 During a match, players must wear:
- 12.2.1 Registered playing uniform and suitable sports footwear (spiked soles are not allowed)
 - 12.2.2 Playing position initials 150mm (6 inch) high which must be clearly visible and worn above the waist, front and back.
 - 12.2.3 The playing positions and initials are: Goal Shooter (GS), Goal Attack (GA), Wing Attack (WA), Centre (C), Wing Defence (WD), Goal Defence (GD), Goal Keeper (GK).
- 12.3 **Players may not wear anything that could endanger themselves or other players, specifically:**
- 12.3.1 No adornment or jewellery may be worn other than a wedding ring which must be covered with tape
 - 12.3.2 A medical alert bracelet may be worn provided it is covered with tape
 - 12.3.3 Fingernails must be short and smooth
 - 12.3.4 Hair must be suitably tied back.

12.4 **In addition to the above the NTNA adds that the following on court rules apply**

- 12.4.1 Playing briefs to be dark or matching colour
- 12.4.2 No gloves – except where a medical certificate is provided to and approved by the NTNA.
- 12.4.3 Please also refer to Net Set Go rules (Appendix A)

12.5 **Cold Weather**

- 12.5.1 The following items may be worn under Club official uniform on notified “NTNA cold weather days”;
- 12.5.2 Black or navy track pants or skins
- 12.5.3 Black or navy long sleeved top

13 Match Forfeits

- 13.1 Every endeavour by a team should be made not to forfeit a game.
- 13.2 The team forfeiting must:
 - 13.2.1 Notify the NTNA Operations Manager with reason for the forfeit via email no later than 24 hours preceding their scheduled game.
 - 13.2.2 Must fulfil any duties assigned to them and those of the opposing team, for the following week.
 - 13.2.3 Pay Level 2 penalty as per NTNA Schedule of Fees.
- 13.3 Score line for a forfeit game, the opposing team will be awarded:
 - 13.3.1 Four (4) Premiership points
 - 13.3.2 A 20-1 scoreline
- 13.4 Non forfeiting team, player quarters will be recorded to all players on official team registration list.

14 Play Eligibility for Finals

- 14.1 A player must have played a minimum of 40% of their registered teams available quarters to be eligible for a position in that team for finals.
 - 14.1.1 Fill-in players from lower divisions who meet the above criteria for their team may be used.
- 14.2 Players who do not meet the above criteria and who were named on the original team list at the beginning of the season can submit a request to participate in finals to the NTNA Operations Manager. The written request from the Club should be supported with appropriate documentation. (ie. Doctors certificate, signed letter from employer/school on letterhead.).

15 Injury

- 15.1 The Club Primary carer or First Aid Official must fully complete a NTNA netball injury form for all injuries and give it to the Match Official.
- 15.2 Major injuries may be covered through player insurance for details see <http://www.willisnetball.com/16/How-to-Make-a-claim> or by contacting the NTNA Office.

16 Scorebench

- 16.1 All scorers and times must be 14 years or older.
- 16.2 Scorers are to ensure all details are correctly completed on the scoresheets.
- 16.3 Finals Series – State League accredited score bench officials will be used where possible.

17 Match Official

- 17.1 The Match Official is the main contact to help players, teams, officials and supporters.
- 17.2 All directions given by the Match Official must be followed.

18 Weather

- 18.1 Refer to Weather policy.

19 Penalties

- 19.1 A player who has been judged as bringing the game into ill repute will be suspended as per the judgement of the NTNA Operations Manager and Match Official.
- 19.2 A team playing an unregistered player will incur a penalty as per Clause 13 – Match Forfeits.
- 19.3 Failure to supply a scorer will result in the game forfeited and penalty as per Clause 13 – Match Forfeits being applied.
- 19.4 A team that forfeits the last roster game of the season will incur an additional penalty to what appears within Clause 13 – Match Forfeits of a Level 4 penalty as per the NTNA Schedule of fees.
- 19.5 A team that is deemed by the NTNA as forfeiting unjustifiably will incur an additional penalty to what appears within Clause 13 – Match Forfeits of a Level 2 penalty as per the NTNA Schedule of Fees.
- 19.6 The NTNA has the right to apply a penalty from the levels within the NTNA Schedule of Fees for any breach of these rules which is not covered in this section.
- 19.7 A team playing an ineligible player will incur a penalty as per Clause 13 – Match Forfeits.
- 19.8 Any objection to a Penalty should be submitted to the NTNA Operations Manager in the first instance. If agreement on the penalty cannot be reached, the club then has the opportunity to complete a Penalty Review Form (Form 9) and submit to the Review committee.

Appendix A

Net-Set-Go Program Rules

The following rules will apply to all Net Set Go! Games held by the NTNA:-

1. Match Duration

4 x 10 minutes quarters

2. Interval Times

3 minutes, 5 minutes, 3 minutes

3. Goal Post

2.4 metres (8 foot) in height

4. Ball

Size 4

5. Umpire

Must have current foundation umpire accreditation & Rules of Theory Exam

Is able to “teach” players the rules of the games.

6. Coach

Must have current Foundation Coaching accreditation.

Is allowed to coach players during the game.

7 Time to Pass Ball:

Up to 5 seconds

8 Footwork:

Shuffling on the spot to regain balance allowed without moving down the court.

9 Defending:

Strict ‘one-on-one’ defence. Players may defend a shot at goal.

10 Obstruction:

A player must defend from a distance no less than 1.2m (4ft).

11. Substitutions:

The game time should be evenly distributed amongst all players. A team may make unlimited substitutions at intervals. Players should experience all positions over the course of the season.

12 Centre Pass:

The centre pass will alternate between teams as per the official netball rules.

13 Scoring:

No official scores will be kept. Score sheets will record player positions and centre passes.

14 Uniform:

All players are required to wear the club’s official uniform. Net Set Go! Player’s may wear black or navy skin tight leggings and/or long sleeved t-shirts in the winter roster.

15 Jewellery & Fingernails:

Players must remove all jewellery before playing and fingernails shall be short and smooth, so as not to scratch or injure any player.