

Midweek Games Policy



Table of Contents

Table of Contents	2
1 Roster	3
2 Premiership Points	4
3 Game Times.....	4
4 Best & Fairest.....	4
5 Club Responsibilities.....	5
6 Player Requirements.....	6
7 Clearances	7
8 Outstanding Obligations	8
9 Team Requirements	8
10 Uniform Code	10
11 Match Forfeits	11
12 Player Eligibility for Finals.....	11
13 Injury	12
14 Scorebench	12
15 Match Official.....	12
16 Weather.....	12
17 Penalties.....	12

Version 1 - November 25 th 2019 Version 2 –December 19 th 2019 Version 3 – December 7 th 2020 Version 4 – 10 th November 2022
--

This policy covers the rules of the NTNA Midweek 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 Prior to the release of the roster all teams will participate in a series of grading rounds, as per Grading Policy and Procedures announced by the NTNA Operations Manager at the opening of team Nominations.
 - 1.1.1 The NTNA reserves the right to allocate a team to the best fit division within the roster before, during and after grading rounds.
- 1.2 At the conclusion of grading, teams will be ranked in the following order, numbers permitting:
 - Division 1
 - Division 2
 - Division 3
 - Division 4
 - 19 & Under Division 1
 - Division 5
 - Division 6
 - Division 7
 - Division 8
 - 19 & Under Division 2
 - Division 9
 - Further divisions to be added if required.
 - 1.2.1 NTNA Operations team reserve the right to allocate the 19&Under to their divisional ranking after grading rounds of each calendar year.
- 1.3 Each team within a Division will be allocated the same amount of games within the roster, where possible.
- 1.4 Each Team within a Division will play at the same venue each round 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 & 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 Premiership Points

2.1 Points will be allocated:

Win – 4 Points

Draw -2 Points

Bye – 0 Points

Forfeit – Refer Clause 11 – Match Forfeits

3 Game Times

3.1 Divisions 1 to 6: 4 x 15 minute quarters

3.2 Divisions 7 & below: 4 x 12 minute quarters

3.3 19&Under Divisions: 4 x 15 minute quarters

3.4 All interval times will be 2 minutes, 3 minutes and 2 minutes.

3.5 The NTNA Operations Manager reserves the right to adjust these times due to logistics of running the roster.

4 Best & Fairest

4.1 Best & Fairest votes will be awarded at the end of each rostered match by the umpire to the players they deem the best and fairest from either team.

4.1.1 Votes will be awarded

3 Votes – Best

2 Votes – Second Best

1 Vote – Third best

4.2 At the conclusion of the roster, votes will be tallied and the winner announced by the NTNA.

4.3 Player of the Grand Final.

4.3.1 At the conclusion of each Division Grand Final the umpires will award the player who showed great sportsmanship and 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; ie. come on and changed the game or a player may have made 2/3 spectacular intercepts to save the game

5 Club Responsibilities

- 5.1 Must ensure that players, coaches, umpires and officials are registered to the NTNA through the Netball Australia current software platform
- 5.2 Must allocate a suitably qualified coach to each team nominated.
 - 5.2.1 Division 1, 2, 3 and Under 19 Coaches must have current Development accreditation or higher, as per Clause 4.1 in the Coaching Policy and Procedures.
 - 5.2.2 All other divisions must have at the very least current Foundation coaching accreditation.
- 5.3 Team nominations must be submitted by the designated closing date.
 - 5.3.1 Lodgement of team nominations after the closing date may not be accepted. If at the discretion of the NTNA late team nominations are accepted that team will not have any right to appeal should they be placed in a division other than their nominated one.
 - 5.3.2 Clubs are to nominate teams to the division that best fits the skill and experience level of its players.
- 5.4 Must allocate one or more suitably qualified umpire/s to each registered team, who has the knowledge and skill to umpire at the division the team is in, as per clause 4 in the NTNA Umpiring Policy and Procedures. (If the nominated umpire for each team cannot umpire weekly, you will need to nominate two umpires for these teams registered)

Midweek Games Policy

- 5.4.1 Clubs are to ensure after grading rounds team allocated coaches and umpires meet the requirements within Clause 5.1, 5.2, 5.3 and 5.4.
- 5.5 Ensure all nominated Coaches and other team officials (excluding umpires) have current 'Working with Vulnerable People' registrations.
- 5.6 Clubs must update NTNA of any changes to original team players lists as soon as possible.
- 5.7 Ensure all Club Officials, Players, Coaches and Umpires have access and are aware of all Netball Australia's National Codes of Behaviours.
- 5.8 Ensure all Club Officials, Players, Coaches and Umpires have access and are aware of the rules within this policy
- 5.9 Pay the NTNA all invoices that relate to this roster within the terms list on the invoice.
- 5.10 Ensure all relevant parties are notified of any penalties awarded to them.
- 5.11 Clubs may be allocated Scorebench and door duties for finals in addition to their team's roster duties throughout the year.
- 5.12 Clubs are to provide a Primary Carer for all teams if requested by the NTNA.

6 Player Requirements

- 6.1 A player must be 14 years of age as of the 31st December of the calendar year to be able to be included in a team.
 - 6.1.1 Clubs will be permitted to apply for a talented 13 year old to participate in the 19 & Under Div 1 roster by writing to the NTNA Operations team and outlining the player's skill.
 - 6.1.2 If a junior player chooses to play in the Midweek competition and is still eligible to play in the Junior competition, they must do so, or they will not be eligible to play in the midweek competition.

Midweek Games Policy

- 6.1.3 Exemptions to Clause 6.1.2 may be submitted in writing to the NTNA Operations team to be considered at their discretion.
- 6.2 Must have current player registration on the current software platform and pass on proof to their Club.
 - 6.2.1 When a player has only registered via the current software platform for a single game registration a registration receipt must be presented to the Match Official prior to the player taking the court.
 - 6.2.2 All single game registrations must be completed via the current software platform by 12 Noon on the day of the game.
- 6.3 Must read and follow all Netball Australia National Codes of Behaviour.
- 6.4 Are encouraged to complete the online Rules of Netball Theory Examination.
- 6.5 Adhere to the Dress code within this policy.

7 Clearances

- 7.1 All members have a right to seek a clearance from a club.
 - 7.1.1 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.
- 7.2 If a player played for a different NTNA club within this roster in the last 12 months, the new club is required to seek a clearance from the previous club via Netball Australia current software platform. The clearance must be sought before registering with the new NTNA club. It is the club's responsibility to ensure all their players are registered correctly on Current software platform, as per Clause 5.1 of the NTNA Midweek policy.
- 7.3 Clubs must not register a player/official from another club without a receipt of lodgement of clearance from that person that is older than six (6) days.

- 7.4 A Club must reply to the Netball Australia current software platform request for clearance within five (5) days of receipt. Failure to do so will result in the applicant having an automatic clearance after six (6) days.
- 7.5 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.
- 7.6 No member shall receive more than one (1) clearance per roster in a calendar year without NTNA endorsement.

8 Outstanding Obligations

- 8.1 Clubs are to provide the NTNA office with the name of any members who have any outstanding monies, equipment or uniform owed to them by the 31st December of each calendar year.
- 8.1.1 These members are unable to be registered or compete in any NTNA competition until their obligations have been cleared.
- 8.1.2 Clubs must advise the NTNA office within 24 hours or receipt of items listed in Clause 8.1.
- 8.2 NTNA will advise clubs of any members who have unpaid invoices to the NTNA at 31st December. These members will be unable to be registered or compete in any NTNA competition until their obligations have been cleared.

9 Team Requirements

- 9.1 Must have a minimum of seven (7) registered players to the team.
- 9.1.1 If a player's name does not appear on a team registration list on the Netball Australia current software platform and they have not played in a lower team and that player takes the court they will be allocated to that team.
- 9.2 If a club has more than one (1) team in the same division, players must only play with the team they are registered for within that division.
- 9.2.1 Any players used to fill-in must play with that team only.
- 9.3 Tasmanian Netball League (TNL) Players

Midweek Games Policy

- 9.3.1 Current TNL Opens players can only play in Division 1.
- 9.3.2 Players who have played Open TNL within the last 2 years are ineligible to play lower than Division 2
- 9.3.3 TNL Under 19s players can only play in Division 1, 2 or 3.
- 9.3.4 No more than 5 current TNL opens players can be named on a team registration list.
- 9.3.5 No more than 3 current TNL Opens Players can take the court at any one time.
- 9.3.6 Clubs wishing to play a TNL Player in a lower division than stated above are permitted to apply by writing to the NTNA Operations team outlining the reasoning/circumstance.
 - 9.3.6.1 In the event permission is granted to the player, the player will need to follow any conditions that the NTNA Operations team may apply to them.
- 9.4 No player from a team is allowed to play in the same division or lower than they are registered in.
- 9.5 If a team Player plays for more than 22 quarters as a fill-in in a higher team, that player will become a member of the highest division team they have played with and hence will not be able to participate in their original team. (eg. Player A is registered for Div 7, then fills in for Div 6 for 12 quarters, Div 5 for 5 quarters, Div 4 for 2 quarters, and Div 3 for 3 quarters, player A will then be registered with the highest division team they have filled in for Div 3).
- 9.6 Team members will be allocated quarters towards finals eligibility as per the scoresheet.
 - 9.6.1 Where a fill-in player from a lower division is used, no quarters will be allocated towards finals eligibility in their fill-in team.
- 9.7 Each team is to supply a Score bench official for each game as per Clause 14.

Midweek Games Policy

- 9.8 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.
- 9.8.1 Home team (first named on score sheet) to wear club colour patches
- 9.8.2 Opposing team must wear patches of an alternate colour to their playing uniform.
- 9.9 No more than five (5) premiership players from the previous year to be able to take the court, in the same team and division, at the one time, other than in Division 1.

10 Uniform Code

- 10.1 Players must dress according to Rule 5 in the (INF) Rules of Netball:
- 10.2 During a match, players must wear:
- Registered playing uniform and suitable sports footwear (spiked soles are not allowed)
 - Playing position initials 150 mm (6 in) high which must be clearly visible and worn above the waist, front and back.
 - The playing positions and initials are: Goal Shooter (GS), Goal Attack (GA), Wing Attack (WA), Centre (C), Wing Defence (WD), Goal Defence (GD) and Goal Keeper (GK).
- 10.3 Players may not wear anything that could endanger themselves or other players, specifically:
- No adornment or jewellery may be worn other than a wedding ring which must be covered with tape
 - A medical alert bracelet may be worn provided it is covered with tape
 - Fingernails must be short and smooth
 - Hair must be suitably tied back.
- 10.4 In addition to the above the NTNA adds that the following on court rules apply
- Playing briefs to be dark or matching colour
 - No bike shorts, boxer shorts, skins or track pants
 - No gloves
 - The NTNA does not discriminate against athletes and officials wishing to wear relevant clothing due to cultural beliefs.

- 10.5 Outdoor Game Accepted Additional Clothing
- a) Black or Navy track pants or skins
 - b) A Black or Navy long sleeved top under uniform.

11 Match Forfeits

- 11.1 Every endeavour by a team should be made not to forfeit a game.
- 11.2 The team forfeiting must:
- 11.2.1 Notify the NTNA Operations Manager with reason for the forfeit personally no later than 24 hours preceding their scheduled game.
 - 11.2.2 Notify the opposing Club personally no later than 24 hours preceding their scheduled game.
 - 11.2.3 Must fulfil any duties assigned to them and those of the opposing team for the next round.
 - 11.2.4 Pay a Level 2 penalty as per the NTNA Schedule of fees.
- 11.3 Score line for a forfeit game, the opposing team will be awarded:
- 11.3.1 4 premiership points
 - 11.3.2 A 20-1 score line
- 11.4 Non forfeiting team, player quarters will be recorded to all players on official team registration list

12 Player Eligibility for Finals

- 12.1 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.
- 12.1.1 Fill-in players from lower divisions who meet the above criteria for their team may be used.
- 12.2 Players who do not meet the above criteria due to Medical, School or Work commitments that have prevented them to play for more than three (3) games; can submit proof to the NTNA Operations Manager i.e. doctors certificate, signed letter from employer/school on letterhead. If approved, players will be awarded half the available team quarters available in that time.

13 Injury

- 13.1 The Club Primary Carer or NTNA first aid officer must fully complete a NTNA netball injury form for all injuries and give it to the Match Official as soon as possible.
- 13.2 Major injuries may be covered through player insurance. Please refer to the Netball Australia website or speak with the NTNA Match Official.

14 Scorebench

- 14.1 All scorers must be 14 years or older
- 14.2 Scorers are to ensure all details are completed on the scoresheets.
- 14.3 Independent scorers and timekeepers will be used for all games played in the final series where possible.

15 Match Official

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

16 Weather

- 16.1 Refer Weather Policy

17 Penalties

- 17.1 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.
- 17.2 A Team playing an unregistered player will incur a penalty as per Clause 11 - Match Forfeits, and a Level 1 penalty as per the NTNA Schedule of Fees.
- 17.3 Failure to supply a scorer will result in a player named on the team sheet having to score and the team playing with one less player adhering to a minimum of five (5) players.
- 17.4 A Team that forfeits the last roster game of the season will incur an additional penalty to what appears within Clause 11 – Match Forfeits, of a Level 4 Penalty as per the NTNA Schedule of Fees.
- 17.5 A team that is deemed by the NTNA as forfeiting unjustifiably will incur an additional penalty to what appears

Midweek Games Policy

within Clause 11 of a Level 3 Penalty as per the NTNA Schedule of Fees.

- 17.6 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.
- 17.7 A Team playing an ineligible player will incur a penalty as per Clause 11 – Match Forfeits, and a level 2 penalty as per the NTNA Schedule of Fees.
- 17.8 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 (NTNA Form 9) and submit to the Review Committee.