

Opunake Sport and Recreation Trust

Social Netball Rules

A maximum of 12 players registered for each team.

If an unregistered player takes the court, the penalty for this will be game forfeited.

Team members must have played at least 3 games to be eligible to play in the Semi Finals and Finals.

All new registrations and deregistration's must be notified by e-mail to sinclairEVENTSCENTRE@gmail.com.

Add team members, late registrations must pay \$10 each player, to be paid online before player takes the court otherwise the game will be forfeit.

Opunake Sport and Recreation **Trust 15-3952-0411003-00**

A player will only be eligible to play in the semi-finals or finals of the competition if the player has been officially approved by and registered as a member of that Team and has taken the court as a player for that Team for a minimum of three round robin matches in the current season. Teams must ensure scorecards are completed in full prior to each game commencing.

Players may play only for the team in which they are registered or for any higher ranked team in the same club or school within their playing grade (competitive or social). Taking the court during any ONE quarter counts as a full game.

This is a Social Senior competition and not suited for Premier League Netball Players. There will be a social and mixed Summer League organised later in the year that Premier Players could play in. We appreciate your understanding of this rule.

Payment of fees are due with registration.

a) Males are permitted to play in female competitions up to and including 16 years of age. Must be no older than 16 years as at 11.59pm, 31st December in that calendar year.

b) Teams in Senior and Senior Social Youth and Youth Social grades are restricted to one (1) male on the court at any one time; a total of two (2) males can be registered per team.

Uniform

All team players shall take the court wearing the registered club/school uniform or dressed alike in suitable sport/leisurewear. The initials on the bibs shall be of 150mm size and shall be worn above the waist, front and back.

Suitable sports shoes to be worn; school shoes are not permitted on the stadium floor.

Umpires

All teams are required to supply one registered umpire. Umpires will be required to Umpire either before or after your team plays.

Duty Teams

- Duty teams shall be responsible for a list of general duties as and when called upon. If a team has defaulted their game, they are still required to fulfil their umpiring duties. Penalty for failing to cover duty/supply registered umpire. A \$50 penalty will be enforced by failing to supply a registered umpire or cover duty. This will need to be paid before your next game.

Team captain/representative shall

- a) Complete a team registration card, including umpires name at least thirty (15) minutes before the game commences.
- b) register any variation from the registered players i.e. player playing up.
- c) If teams have similar playing uniforms, captains toss for the choice of wearing alternate bibs.

Scorer

Each team must supply one scorer, who will keep score on the official scorecard or score sheet provided. These designated persons will sit together at the score bench. Failure of a team to supply a scorer means they must accept the score as presented on the official scorecard by the opposing team.

Code of Conduct

The Umpire may take umpire time to stop the game and seek the removal of any spectator/player/official whose behaviour, language or actions are unacceptable. Except in extreme situations this will not be done unless a warning has first been given. In extreme circumstances an Umpire may request authorities to clear the court of all spectators.

Playing Competition Rules

Games will be 4 x 10-minute quarters. 1 minute break between quarters and 5 minutes for half time.

Points for all sections shall be: three for a win, two for a draw, one for a loss when the losing score is three goals or less of the winning score for a 40-minute game.

In the event of a tie on points at the end of Grading & Championship rounds, the result of the game between the two teams decides the winner: However: - If the two teams drew their match, or if more than two teams have the same number of points at the end of the Section or Championship rounds, then goal difference (goals for minus

goals against) will be applied to the teams on equal points using results from games both teams played.

If the goal difference is identical, then goal average (goals for divided by goals against) will be applied. In the event of a further tie, the team scoring the most goals will be declared the winner.

In the event the winner is being determined by goal difference and a team in their grade has defaulted to one of the teams who is tied on points, the game in which the opposing team and the defaulting team played will not be counted in the overall for and against points.

In the semis and finals, no draws are permitted. If the score is level at full time, the procedure for extra time is as follows:

- a) There shall be four (4) minute intervals at the end of full time
- b) Game is restarted by the team entitled to the next centre pass
- c) Extra time shall consist of two (2) halves of seven (7) minutes each, with an interval of one (1) minute at half time. Teams shall change ends at half time. The Centre Pass is taken by the team entitled to the next Centre Pass.
- d) During both intervals' substitutions and/or team changes may be made.
- e) During extra time, normal injury or illness procedures shall apply.
- f) In the event of a tie remaining at the end of extra time, play will continue until one team has a two (2) goal advantage. The umpire will be notified if double extra-time is required. Umpires continue the game until notified by the bench officials/scorer of a two (2) goal advantage to one team.
- g) If overall game time reduced, amend extra time allowance or play to a two-goal advantage.

Match ball will be supplied.

Any team not ready to commence play when requested by the umpire shall be dealt with under International Rule Failure to Take the Court.

All club or school teams can request in writing a deferment of a scheduled game due to extenuating circumstances. One deferment may be requested per season and acceptance of deferment is at the sole discretion of Opunake Sport & Recreation Trust.

Defaults

Defaulting teams shall notify Sinclair Events Centre office no later than 11.00am the day prior to the game either by submitting e-mail or one of the following methods: Email to sinclaireventscentre@gmail.com. Phone call to 06 761 7534 Text to 027 249 1620.

A team defaulting three times in succession without good reason may be withdrawn from the competition.

Cancellation

In the event of deteriorating weather conditions or other unforeseen circumstances developing during competition play, Controller shall make any decisions required.

Administration

Payment of fees is due on the Friday before the competition starts.

Health & Safety

Persons with bicycles, skates, skateboards, rollerblades, scooters, or dogs are not permitted into the venue. Prams and pushchairs may be removed from between the courts while games are in progress.

All incidents, regardless of severity, must be notified to Sinclair Events Centre, completing appropriate forms provided at the venue. Accident and incident forms are in the medical room, and inside the stadium on the score bench.

Please see the Sinclair Events Centre Hazard board, located at the entrance to the Sinclair Events Centre stadium, to see potential hazards that you need to be aware of.

Use appropriate PPE when cleaning up Biohazards like eg Blood and Sweat drips. The Biohazard kit is in the Sinclair Events Centre Stadium under the scoring bench.

Injury/Illness or Blood Stoppages

- Either umpire holds time for blood when noticed or for injury/illness when requested by an on-court player (in extreme circumstances the umpires may hold time without a request).
- The player concerned must leave the court within 30 seconds and receive any treatment off the court.
- Only primary care person/s are permitted on the court. This is to assess whether the player concerned can be removed safely within 30 seconds and to assist the player from the court.
 - The umpires will extend time for the player to leave the court on advice from the primary care person/s. Play will be restarted as soon as possible.
 - The umpires may authorise other persons (including team officials) to assist the player to leave the court if needed.
- All players not affected must remain on court.
- Any blood on the ball or the court must be cleaned before play restarts and any bloodstained clothing replaced.
- Coaching and hydration may occur from the team bench or court surrounds, but play must restart within the time allowed for the stoppage by the umpires.
- During the stoppage both teams may make substitutions and/or team changes, provided these are completed within the time allowed for the stoppage by the umpires.

- If no substitution is made for the injured/ill player, or for a player who is bleeding, play may resume with the position left vacant. If the player is the Centre and no substitution is made, one player must move to play as Centre to allow the match to continue.
- If the position is left vacant the player concerned or a substitute may subsequently, after advising the umpire, take the court immediately after one of the following:
 - o A goal has been scored (in this case the player or the substitute must play in the position left vacant).
 - o A stoppage for injury/illness or blood. An interval.
 Other points to note:
 - Injury/Illness and Blood Stoppages are now all treated the same.
 - The umpires will still ask a player ‘why?’ they want time held.
 - A request to call time for a stoppage may now be made to either umpire. While the controlling umpire will predominantly respond, the non-controlling umpire may do so if appropriate to play (i.e. after a shot for goal or at a throw in close by).
 - The injured/ill/bleeding player must leave the court even if they could be treated within 30 seconds.
 - No treatment should be provided by the primary care person/s until the player has left the court.
 - The interval lengths have been altered to provide more time for coaching. Things to consider.
 - If a player calls injury time and can move to the team bench quickly, play may in fact be restarted well before 30 seconds. Especially if a substitute is already in their dress with a bib on.
 - The length of a stoppage is determined by the time taken for the team for whom play was stopped. Countering substitutions and team changes will need to occur quickly. Roles and responsibilities
 - Primary care person/s. Assist injured/ill/bleeding player off the court within 30 seconds. Proactively advise umpires if this cannot occur safely. Provide any treatment off court.
 - Injured/ill/bleeding player
 - o Must leave the court within 30 seconds. Any blood-stained clothing replaced.
 - Coach - Coaching and hydration may occur from the team bench or court surrounds within the time allowed for the stoppage by the umpires. Make decisions in relation to substitutions, team changes or vacant position efficiently and within the time allowed for the stoppage by the umpires. Ensure the on-court captain is aware who they are.
 - Team officials - Assist the Coach as above
 - o Assist with the removal of an injured/ill/bleeding player as authorised by the umpires.
 - Umpires - Apply the rules and follow protocols – work as a team, Manage stoppages and associated interactions proactively, calmly, and decisively. Use common sense.

CODE OF CONDUCT & ETHICS

- Respect the rights, dignity and worth of others.
- Be fair, considerate, and honest in all dealings with others.
- Be professional in and accept responsibility for your actions.
- Make a commitment to providing quality service.
- Demonstrate a high degree of individual responsibility especially when dealing with persons under 18 years of age.
- Operate within the rules of netball including national and international guidelines
- Understand your responsibility if you breach or are aware of any breaches of this Code of Conduct & Ethics.
- Wherever possible avoid unaccompanied and unobserved activities with persons under 18 years of age.
- Refrain from any form of abuse towards others.
- Refrain from any form of harassment towards, or discrimination of, others.
- Provide a safe environment for the conduct of any netball or netball related activity.
- Show concern and caution towards others who may be sick or injured.
- Be a positive role model.