

Hastings Valley Netball Association

Competition Rules

Updated November 2024

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Introduction

The Competition Rules for Hastings Valley Netball Association (HVNA) is in accordance with our governing bodies of Netball NSW (NNSW), Netball Australia (NAUS) and the International Netball Federation (INF); adopted together with the policies set out in this document.

Unless stated, these Competition Rules apply to all HVNA governed competitions. Where these rules do not cover a specific inquiry or issue, the item will be raised with the Executive Committee for review and ruling.

Where relevant, this document references policies and documents from our governing bodies. Links to access to these will be cited in the appendix of this document.

HVNA wishes to promote inclusivity and equality in its competitions and these rules are not to be used to discriminate or exclude a person or group of people in a discriminatory manner. Please refer to the NAUS Integrity Framework and policies for further advice in this area.

The Codes of Conduct, and NAUS Integrity Framework applies to individuals who are involved with Netball in the Hastings Area, including but not limited to:

- Executive Committee Members and General Committee members of HVNA
- Executive Committee Members and General Committee members of affiliated clubs
- Players and Participants
- Umpires, Coaches, Managers and Support Teams
- Spectators, Parents, Guardians and other non playing members

Saturday & Monday Night Competitions

Saturday and Monday Night Competitions will be run under the following rules. Where applicable some rules may differentiate between competitions, and will be written as such. The term 'HVNA Registrar' refers to the Competition Coordinator for matters pertaining to the Monday Night competition.

1. Registrations

- 1.1. Registrations will be taken by the affiliated clubs for the applicable HVNA competitions. Age and gender restrictions are as per NSW and NAUS competition guidelines. See Appendix A for the competition structure and eligible groupings.
- 1.2. Any exceptions to the information in Appendix A will be referred to the relevant grading committee for review.
- 1.3. Ages are determined by the age the player is turning by the 31 December in the year of play.
 - 1.3.1. Players under the age of 18 may be asked to provide a birth certificate or proof of age.
- 1.4. Players turning 9 in the year of play may be registered in a competitive Saturday Team, if it is required for the club to field a team. It is HVNA's preference that participants remain in their applicable age groups as per Appendix A.
- 1.5. A new player may register at any time during the season. There will be no cut off date to accept late registrations. The club will submit the request in writing to the HVNA Registrar and if required, Grading Committee, for approval prior to the player registering.
- 1.6. Any registrations after paper grading must be notified to the relevant HVNA Registrar at least 24 hours prior to the player taking the court. If the player does play the game without giving 24 hours notice, a fine and penalty will apply. As per Appendix B.
- 1.7. New registrations after paper grading should not dramatically increase the advantage of a graded team. If a player of exceptional ability is a late registration and wishes to enter a lower grade, the Grading Committee may consider the circumstances and make a ruling.

- 1.8. Prior to paper grading, any players transferring between clubs, must put their request to transfer into writing to the club they originally registered with, as well as to the new club they intend to register with. Transfers of players between clubs, after the player has registered to a club/competition, must be mutually agreed upon by both clubs.
- 1.9. After HVNA paper grading, any transfer requests between clubs must also be approved by the HVNA Registrar, as well as by both clubs.
- 1.10. No player may leave their affiliated club or team to play with another club or team in any one competition after the commencement of said competition. Special exceptions may be brought to the Executive Committee for review.
- 1.11. Requests for De-Registrations must be made in writing by the club to the HVNA Registrar. HVNA will operate as per the NSW Membership policy in regards to refunds and de-registrations.

2. Grading

- 2.1. For the purpose of Saturday Competition, the grade divisions as per Appendix A will apply.
- 2.2. In the event multiple divisions (Saturday & Monday) are required within each grade the following divisions will be used:
 - 2.2.1. 10-12's - Division A, B, C.. etc
 - 2.2.2. Cadets - Division 1, 2, 3... etc
 - 2.2.3. Opens - Division 1, 2, 3.. Etc
- 2.3. The Grading Committee will be appointed at the AGM each calendar year and will include two (2) nominated representatives from each club. All decisions made by the Grading Committee will be made in the best interest of all players and members of the Association.
- 2.4. The Grading Committee will attend paper grading at a date set by the HVNA Registrar prior to the commencement of the season. The nominated club grading representatives will have the authority to and negotiate any grading decision on the behalf of their clubs.
- 2.5. Clubs will submit graded viable teams, preferably with 7 or more registered players to the HVNA Registrar prior to the grading meeting.
- 2.6. Paper grading is final.

- 2.7. Any changes to teams after paper grading up to the commencement of the season must be sent to the HVNA Registrar for approval, and if required referred on to the Grading Committee.
- 2.8. Any objection regarding grading of a team, must be raised by the applicable club, within five (5) business days following Paper Grading to the HVNA Registrar and HVNA secretary and must:
 - 2.8.1. Be sent on a club letterhead or from the club email address
 - 2.8.2. Contain specific information to the team in question, including legitimate reasoning to have the grading reviewed
 - 2.8.3. Be endorsed by the club Registrar and President/Secretary or other Executive Member.
- 2.9. Any exceptions to the grading process will be referred to the HVNA Registrar and Grading Committee.
- 2.10. Players with a disability may be placed in a lower age group at the discretion of the club or HVNA, provided that a request is made in writing by the club and submitted to the HVNA Registrar for review.

3. Eligibility to Play

- 3.1. A Player is eligible to play if they meet the following criteria:
 - 3.1.1. The Player meets the age and grading requirements
 - 3.1.2. The Player is financial and registered in the relevant competition
 - 3.1.3. The Player's club is financial and affiliated (as per HVNA Constitution)
 - 3.1.4. Not breached any other polices and/or have had any disciplinary action taken against them, not allowing their participation.
- 3.2. Clubs are to ensure PlayHQ Team Lists are maintained and entered correctly. PlayHQ data will act as the official Team registration Sheet.
- 3.3. Teams may borrow from a lower grade, taking into consideration duty of care, and skill level of the participants. Teams are to consider that players filling in do not significantly advantage the team they are filling in for, in an unsportsmanlike way.
- 3.4. A player may 'play up' four times per season with a maximum two times for any one team. However, if they play up either a) a fifth time or b) a third time for one specific team, the player is deemed to be a member of the team that the rule break occurred in, and are no longer eligible to play in their original team.

- 3.4.1. Set & Go players may 'play up' into the 10's years competition under the same criteria as above.
- 3.5. A player may move to a higher graded team at any time during the season, provided that a request is made by the club in writing and submitted to the HVNA Registrar for review.
- 3.6. Borrowing for a non-scoring round is not recognised.
- 3.7. A player cannot fill in or play in the same or lower grade to that in which they are originally registered in. If this occurs, the player is deemed 'ineligible' and the team will be penalised as per Appendix B.
- 3.8. A player may play two competition games on any one day of play. Playing more will cause the third team to forfeit.
- 3.9. No borrowing of fill-ins are permitted in Semi Finals, Finals or Grand Finals.
- 3.10. All teams must have 5 of their original team members on the court at all times; as per NSW Rules and INF rules.

4. Uniforms

- 4.1. HVNA and Clubs will follow the NSW Inclusive Uniform guidelines.
- 4.2. Players must wear the Registered Club Uniform, as registered with HVNA at all times.
 - 4.2.1. Players have 3 weeks to be in full uniform.
- 4.3. If a Club has a problem supplying the correct uniform to players, a letter or email should be sent to the HVNA secretary notifying them of the reason.
 - 4.3.1. Players without a club uniform may wear suitable sportswear attire in recognised club colours or as close to the club uniform as possible until such time as their uniform arrives.
- 4.4. As per INF Rules: Players may not wear anything that could endanger themselves or other players, specifically:
 - 4.4.1. No body piercings including earrings may be worn.
 - 4.4.2. No adornment that may endanger player safety may be worn.
 - 4.4.3. No communication devices may be worn.
 - 4.4.4. Any other adornment (including plain wedding, medical alert bracelet) worn must be securely covered with tape and/or padding.

- 4.4.5. Medical devices may be worn provided they are securely covered with tape and/or padding.
 - 4.4.6. Player monitoring devices may be worn provided they are secured within the playing uniform.
 - 4.4.7. Fingernails must be short and smooth.
 - 4.4.8. Hair must be suitably tied back (for example in a ponytail, plait or braided) and free from any adornment.
- 4.5. Daith piercings may be worn, provided the player:
- 4.5.1. Submits a valid medical certificate stating that the piercing is used to treat a valid medical condition, to the club and HVNA Registrar.
 - 4.5.2. Has the piercing securely covered with tape and/or padding.

5. Games

- 5.1. Competitive Games will be played in accordance with INF Rules and NSW Rules.
- 5.2. Non Competitive Set & Go will be played in accordance with the NAUS NetSetGo Rules.
- 5.3. A size 5 game ball will be used for competitive games, 10 years and over. A size 4 ball will be used for Set & Go games.
- 5.4. Timing for games will be set at the Grading Meeting prior to the commencement of the season.
- 5.5. Competitions will be centrally timed. Each game will start and finish on the umpire's whistle in conjunction with the hooter.
- 5.6. Positional patches or bibs will be worn at all times.

6. Scoring & Point Allocations

- 6.1. Official Score Sheets will be collected from control prior to games starting. Every player must sign the score sheet in their own handwriting. If players do not sign the scoresheet themselves, or in a legible and consistent manner it will not be deemed as official and they will forfeit the game.
 - 6.1.1. Where electronic scoring is used, this will replace the scoresheet. Both scorers will verify player attendance with team managers/coaches and use this as the official playing record.

- 6.2. For the Saturday Competition:
 - 6.2.1. The team named first on the draw/scoresheet will provide a scorer to record the score for the entire game. The opposing team will provide an observer to confirm the score. Both scorers will be positioned together halfway down the sideline for the entirety of the game.
 - 6.2.2. Both scorers must sign the scoresheet and no changes can be made after signing.
 - 6.2.3. For electronic scoring, the submission of the result is the equivalent of the scorers signing the scoresheet.

- 6.3. For Monday Night Competition, scoring processes will be decided upon at grading. I.e Teams provide their own scorers, Duty team scores etc.

- 6.4. One Best and Fairest player for the Saturday Competition is nominated by the coach of their team per week. Coaches/Scorers must record the Best and Fairest nomination from each team on the scoresheet in a clear and legible manner.
 - 6.4.1. For electronic scoring, a separate nomination form/method will be utilised.

- 6.5. The winning team will return the scoresheet to control upon completion of the game.

- 6.6. Points will be allocated as follows:
 - 6.6.1. Win (and win via forfeit) 3 Points
 - 6.6.2. Loss 1 Point
 - 6.6.3. Draw 2 Points
 - 6.6.4. Bye 0 Points
 - 6.6.5. Forfeit 0 Points (as per Rule 7.2)
 - 6.6.6. Abandoned Game 2 Points (as per Rule 14.6.2)

7. Forfeits

- 7.1. The following constitutes a forfeit:
 - 7.1.1. A team taking the court with less than 5 of their original players (as per Rule 3.9).
 - 7.1.2. If players do not sign the scoresheet in their own handwriting or in a clear and legible manner.
 - 7.1.3. Playing an ineligible player (as per Rule 3.1).
 - 7.1.4. When a team fails to take the court within 2 minutes of the start of the game. The umpires will award the game to the non-offending team and will be recorded as such on the scoresheet.

- 7.2. Teams/Clubs will provide notice to the HVNA Registrar of their intent to forfeit prior to the agreed upon time frame. The time frame for which will be set at Paper Grading prior to the commencement of the competition.
 - 7.2.1. Teams/clubs who provide sufficient notice of a forfeit will be awarded 0 points and no further penalties or fines imposed.
 - 7.2.2. Teams/clubs not providing sufficient notice of a forfeit be penalised as per Appendix B.
- 7.3. On the 3rd forfeit by a team in a single competition, the team will become ineligible to play in any finals series, or be ineligible to be considered for a place in 'first past the post' competition formats. The team may still continue to play for the duration of the competition.

8. Fines & Penalties

- 8.1. Fines and Penalties will be imposed on clubs/teams as outlined in Appendix B
- 8.2. Clubs/teams will be notified of any fines and penalties from the HVNA Registrar or other HVNA official including Secretary or Treasurer.

9. Finals Series

- 9.1. No Team shall play a player in a semi-final, final or grand final game unless the player has played 3 competition matches with that team. A team's win by a forfeit does count as a qualifying game for all players in said team.
- 9.2. For a semi-final, final or grand final game, where teams finish on an equal score, extra time will be played.
 - 9.2.1. Extra time will be timed by a HVNA executive member or appointed person.
 - 9.2.2. There shall be a 2 minute interval at the end of full time. Substitutions and/or team changes are permitted.
 - 9.2.3. Extra time of two 2 x 5 minute halves shall be played. Teams will change ends at half time without an interval.
- 9.3. In the event of a draw remaining at the end of the extra time, play will continue until one team leads by 2 goals.

10. Umpiring & Game Management

- 10.1. Clubs are responsible for supplying and allocating an umpire to each of their teams.
- 10.2. All umpires are to wear clothing that is distinct from the teams' playing uniforms and be suitable sports attire and footwear. A white shirt is encouraged.
- 10.3. Umpires must be registered members of an affiliated club or the association.
- 10.4. Umpires will fulfil their role as per INF rules.
- 10.5. Umpires are not to coach a team whilst they are umpiring, with the exception of Set or Go teams .
- 10.6. In the event of any issues in the duration of the game (including warnings, send-offs, adverse incidents etc) the umpire will notate this on the back of the scoresheet.
 - 10.6.1. In the event of electronic scoring, an alternative reporting method can be utilised.

11. Club & Team Duty

- 11.1. Saturday Competition:
 - 11.1.1. All Clubs within HVNA will be rostered on for Duty throughout the season. The number of times the club is rostered on is determined by the number of teams the club has, and will be percentage based.
 - 11.1.2. Duty tasks and responsibilities are as per the Duty Requirement document
- 11.2. Monday Night Competition:
 - 11.2.1. Duty formats, tasks and responsibilities will be decided on at Paper Grading, prior to the commencement of the competition.
- 11.3. Clubs are to have an Executive Member or club representative on hand throughout the day to coordinate their club's duty.
- 11.4. Failure to complete club duty will be penalised as per Appendix B.

12. Carnivals

- 12.1. All Carnivals will be conducted in accordance with NSW Carnival Rules.

13. Non Playing Members, Coaches & Spectators

- 13.1. During the game, Coaches must remain in a stationary location, including the team bench, or along the sideline.
 - 13.1.1. Coaches are not to move along the sideline whilst actively coaching
- 13.2. Spectators, Coaches and other non playing members are not to gather, stand or spectate from the goal line.
- 13.3. All non playing members are to abide by the NAUS Integrity Framework and Codes of Conduct at all times.

14. Wet Weather

- 14.1. In the event of wet (or adverse weather), each club will provide 1 representative to the Wet Weather Committee to act on their clubs behalf for any decisions required outlined below.
- 14.2. The days' games will be decided upon, by the Wet Weather Committee, with a majority vote to action if games will be played or called off either by:
 - 14.2.1. Game by game with the decision being made 1 hour prior to the commencement of each game
 - 14.2.2. Age or Division (ie Set & Go, Juniors, Cadets, Opens)
 - 14.2.3. The whole day
- 14.3. Notification of any decision by the Wet Weather Committee will be communicated to clubs.
- 14.4. Games called off after half time will be considered to be completed and the score on the scoresheet (or online if electronic scoring) will stand.
- 14.5. Games not played or called off before half time due to wet weather will be considered cancelled.
 - 14.5.1. Cancelled games may be rescheduled.
 - 14.5.2. Where cancelled games are not able to be rescheduled, teams will be awarded 2 points, as per Rule 6.6, and will be ruled as 'abandoned'.

- 14.6. During Paper Grading, the Grading Committee may schedule 1 to 2 dates for the purpose of rescheduling cancelled games due to wet or adverse weather if required. These dates will be communicated to clubs and players.
- 14.7. Where games have been cancelled, games may be rescheduled where possible to the dates as set in Rule 14.6.
 - 14.7.1. Rescheduling of games will be in chronological order. See examples in Appendix C.
 - 14.7.2. Points for rescheduled games will be awarded as if they were a 'normal competition game' as per Rule 6.6.
- 14.8. If semi finals are cancelled due to wet or adverse weather, the next week a knockout format of semi finals will be played (ie 1v4 and 2v3).
- 14.9. In the course of its decision making the Wet Weather Committee will refer to the HVNA Wet Weather Policy or Risk Assessment Document, or will defer to the NNSW Adverse Weather Conditions Policy.

Wednesday Night Social Competition

The Wednesday Night Social Competition is run and managed by HVNA directly. The competition is run as a Mixed Competition. Some rules are varied from Saturday and Monday Night rules, and any exceptions or variants are outlined below.

15. Registrations & Grading

- 15.1. Registrations will be taken by HVNA directly. Teams are managed by HVNA under the PlayHQ system, not via clubs.
- 15.2. Ages of players are as outlined in Appendix A.
- 15.3. Late registrations will be accepted throughout the season and must be notified to the relevant HVNA Registrar or competition convenor at least 24 hours prior to the player taking the court. If the player does play the game without giving 24 hours notice, a fine and penalty will apply, as per Appendix B.
- 15.4. New registrations should not dramatically increase the advantage of a graded team.
- 15.5. Grading will be at the discretion of the Competition Coordinator and will be assessed prior to the commencement of each competition.

16. Playing & Borrowing

- 16.1. Players may fill in an unlimited number of times through the season, provided it is not more than three times with any one team. Playing with the same team four times will result in a forfeit.
- 16.2. Mixed teams are only allowed to a maximum of 3 males on court at any one time, and must be separated in different playing areas.
The combination is:
 - GS or GA,
 - WA or C or WD*
 - GD or GK.

*Teams may have two players in the mid court, however then cannot have a male player in the defence or shooting positions.

For example:

- WA and C - cannot have a GS or GA
- WD and C - cannot have a GK and GD

- 16.3. Uniforms are not mandatory, however adequate sporting attire and appropriate footwear must be worn at all times.

17. Game Management

- 17.1. The format for, and if required, allocation of Umpires will be at the discretion of the Competition Coordinator.
- 17.2. The allocation of Duty including set up and pack down will be at the discretion of the Competition Coordinator
- 17.3. Umpires are to ensure the scoresheets are signed as per rule 6.
- 17.4. Teams are to provide scorers and score as per rule 6.3.
- 17.5. The format for Best and Fairest Player nominations will be at the discretion of the Competition Coordinator and will be communicated prior to the commencement of the competition.

Appendix A - Competition Structure & Ages

Saturday Competition

Grade	Gender	Age	Format
Net	Mixed	5 - 7 years	Skills Program
Set	Mixed	7 - 8 years	Non Competitive
Go	Mixed	8 - 9 years	Non Competitive
Junior	Mixed	10 - 12 years	Competitive
Cadets	Female	13 - 16 years	Competitive
Cadets	Male	13 - 16 years	Competitive
Opens/Senior	Female	14 years +	Competitive
Opens/Senior	Male	14 years +	Competitive

Monday Night Competition

Grade	Gender	Age	Format
Opens/Senior	Female	14 years +	Competitive
Opens/Senior	Male	14 years +	Competitive

Wednesday Night Competition - Social Mixed

Grade	Gender	Age	Format
Opens/Senior	Female	14 years +	Competitive
Opens/Senior	Male	13 years +	Competitive

NB: Wednesday Night is a Mixed Competition. Teams may field a female only or mixed teams in the competition.

Appendix B - Fines & Penalties

Description	Financial Fine	Penalty
Playing a Non-Financial/Non Registered Player	\$100	-5 Points
Late registered player taking the court without providing sufficient notice - as per rule 7.2	\$20	-2 Points & Forfeit
Playing an Ineligible Player	N/A	-0 Points & Forfeit
Failure to Supply an Umpire	\$20	-0 Points
Failure to Complete Club Duty	\$100	N/A
Failure to provide sufficient notice for a Forfeited Game - as per rule 7.2	\$50	-2 Points
Failure to sign the score sheet correctly - As per rule 6.1	-	-2 Points & Forfeit

Appendix C - Wet Weather Reschedule Matrix

Games, where possible, will be rescheduled in chronological order (as per rule 14.7.1).

The following table highlights the possible scenarios of cancelled games and how/if they will be rescheduled. NB: Grades and rounds are used below as an example only having been cancelled due to wet weather.

Grade	Round 4	Round 7	Round 8	Round 11
10A	Played	Cancelled	Cancelled	Cancelled
10B	Played	Cancelled	Played	Cancelled
Cadet 1	Cancelled	Cancelled	Played	Cancelled

In this scenario there have been 2 dates reserved for games to be rescheduled. The rescheduled rounds would look like:

Grade	Make-up Round 1	Make-Up Round 2	Abandoned Rounds
10A	R7	R8	R11
10B	R7	R11	None
Cadet 1	R4	R7	R11

Appendix D - Policies & References

Hastings Valley Netball Association falls under the governance of Netball NSW and Netball Australia.

All up to date policies pertaining to governance, member protection, child safeguarding and other important issues can be found online at the Netball NSW Policies webpage.

<https://nsw.netball.com.au/policies>