



WWPNA Grading and Competition Policy

All competitions organised by Woy Woy Peninsula Netball Association Inc., will be played in accordance with the latest official rules and such regulations as approved by WWPNA Inc and set down in this document.

Affiliated Clubs and Individual Teams are eligible to enter competitions conducted by WWPNA Inc. Registration to these competitions will be through the PlayHQ system and must be completed by the date advertised at the November AGM/Council meeting. Approved fees are payable on registration through PlayHQ.

No changes to competition rules will be made after the November AGM/Council meeting in the year preceding the start of competition.

Grading

The Grading and Competition Sub Committee will meet to discuss and determine allocation of teams into grades.

The Games and Grading Subcommittee consists of the WWPNA Games and Grading Convenor, and a nominated member of each affiliated club. Individual teams may seek representation on the games and grading committee. Where there is more than 1 individual team, a nominated representative can be appointed; 1 representative for between 1 and 5 individual teams, 2 representatives for more than 5 individual teams. Those wishing to seek representation should email the WWPNA Secretary outlining their interest and experience.

1. Affiliated Clubs and Individual Teams are to submit teams for provisional competition grading according to the following criteria:

- Net Set Go 5 & 6 years of age

Introducing fundamental motor skills through activities and games according to the official Net Set Go Program. No scores are kept, and no ladder produced.

- Net Set Go 7 & 8 years of age

Focuses on refining fundamental motor skills and introducing modified match play according to the official Net Set Go Program. No scores are kept and no ladder produced.

- Net Set Go 9 & 10 years of age

Develops specific skills through modified match play preparing players for full rules according to the official Net Set Go Program. Full goal post height may be used. Scores may be kept specifically for use at grading in the following season. No ladder is produced.

- Junior 11 – 12 years of age - Competition
- Intermediate Junior (IJ) 13 – 15 years of age - Competition
- Cadet 16 – 17 years of age - Competition
- Senior 18 years and older - Competition

2. Teams submitted must contain at least 5 players and no more than 12 players.

3. All junior, IJ and Cadet graded teams are to consist of two age groups only. One additional age group (for one player), either side, may be considered at the discretion of the Games and Grading Subcommittee.

4. No individual junior, IJ or cadet teams will be affiliated.

5. Senior teams are to consist of players 18 years reached by 31st December of the year of play. However, players of 13 years and over by 31st December of the year of play, may be considered for senior grades at the discretion of the Games and Grading Sub-committee.

The Games and Grading Subcommittee will meet on the date as set down at the November AGM/Council Meeting to allocate teams to grades.

The competition shall comprise of 15 games if possible, semi-finals, finals and grand finals.

Grades are to consist of at least six (6) teams unless there are extenuating circumstances.

Once teams have been allocated to grades, the Games and Grading Convenor will generate the fixture through PlayHQ. Clubs and Individual Teams at this stage should submit any coaching conflicts to be considered in the fixtures.

When the fixture has been generated a copy will be distributed Games and Grading Subcommittee only for review before publishing. Once the draw has been checked by Games and Grading Subcommittee it will then be forwarded to the Umpire's Convenor to generate the umpiring draw.

Late affiliations of new teams will be considered by the Games and Grading Subcommittee until the fourth week of the first round however, only full teams will be considered.

Once a fixture has been published there will be no changes.

Competition

1. Uniforms

- Each Club and Individual team has the sole right to its nominated and approved colours, Check with WWPNA Assistant Secretary if unsure of registered colours. If nominated colours are no longer required notify the WWPNA Assistant Secretary in writing. If the colours are unused for four (4) consecutive WWPNA Inc. competitions they will be deemed as unused.
- All teams can play in an approved uniform consisting of the following items provided it is the same colour and/or design and that no part of the uniform options cover the positional bib:
 - A dress
 - A singlet
 - A bodysuit
 - A tee shirt, long or short sleeved
 - A skirt
 - Shorts
 - Long pants either lycra or track suit style, or any other approved item
- Uniform options must cater for all weather conditions, so players are protected from the sun and/or cold weather conditions (e.g., where conditions are cold, players can wear a long /short sleeved top under their uniform provided it has been approved and is the same colour).
- Each team shall provide their own identification squares.
- Jewellery which cannot be removed for religious / medical reasons should be covered with padding / tape as necessary to prevent injury to others. Jewellery or other items which cannot be securely covered or taped must be removed.
- Fingernails must be short and smooth.
- All sponsorship and wording must be ratified by WWPNA Inc. Executive and wording must be no higher than 4cm.
- Any changes to the registered uniform must be notified in writing to the Secretary for approval by Executive before the change can occur.

2. There is no time limit for individual players affiliating with teams. Players must still play the nominated number of games with a team to be eligible to play in the final series.

3. All players participating in Play Offs, Semi Finals, Finals or Grand Finals must have represented their team for a minimum of 50% of competition matches on court

4. Players registering with a team after the competition has commenced may play on the day of registration assuming that all necessary approvals have been endorsed by the Games and Grading Subcommittee.

5. In all cases of injury, illness and blood rule, play may cease as per latest official rulebook, however no injury time will be added to the game except in semi-finals, finals and grand finals.

6. When the Games and Grading Convenor receives a notified forfeit, the opposing team need not take the court or sign the score sheet to claim the forfeit points. Umpiring and canteen duties must be carried out as set down on the draw.

7. If at the end of competition, 2 teams are on equal points, then placings of those teams will be determined by goal average as determined on the PlayHQ ladder.
8. Regrading, if necessary, may take place at the end of the first round, or 5 games, of the competition.
9. If a team with no points is regraded to a lower grade, it will take the same points as the team with the lowest points in the lower grade. If a team is upgraded it takes its points into the higher grade, provided that its points are no greater than the highest points in that grade.
10. At the beginning of the second round, where a team is regraded into a division with a different number of teams, an aggregate point score for all teams in that division will be worked out. The formula for working out the aggregate score is as follows: If a team is moved from a division with 5 teams their point score is divided by 5. If the division they are moving into has 6 teams, then all teams in that grade have their score divided by 6.
11. Any team which forfeits three (3) games within a competition will be withdrawn from that competition. There is a \$50 fine for any team withdrawing either voluntarily or by default. Umpiring and canteen duties for the remainder of the season must be fulfilled by the forfeiting team.
12. Any duties, including but not limited to canteen and umpiring which are not fulfilled will incur a fine of \$50.
13. Any fine incurred by a team must be paid before the team can take the court for the next game.
14. Injuries must be reported via the Injury Form provided by WWPNA.
15. No games are to be allocated on the weekends of Junior State and Senior State Titles, provided the Association has teams allocated.
16. Playing a Substitute Player
 - A player from a club may play 2 games in one competition week and may playing a higher grade as the grade in which, they are affiliated provided:
 - a) A player does not play more than two (2) games in a team other than their original affiliated team. A player who plays three (3) or more games with a team other than her original affiliated team will incur a loss of one round's (5 games) points for the team in which the player is substituting.
 - b) Before taking the court, the umpire and the opposing coach must be notified if a player is being substituted. The opposing coach is to sign the score sheet acknowledging this. The player's name and affiliated team must be entered on the score sheet. A member of the Club Executive must also be notified.
 - c) Teams must contain five (5) original players before two (2) substitute players from a lower grade can be played.

- The following rules must be adhered to during the course of the game:
 - i. The original five (5) players must be on court for the duration of the game.
 - ii. If any original players arrive late the substituted player is permitted to play until the next quarter break at which time the original player is to take the court. The substitute may not re-enter the game except for injury.
- If a team has 7 or more original players, no substitution will be allowed, with the exception of injury occurring during the game, where one substitute will be permitted. The injured player cannot return to participate in that game.
- A player who substitutes more than 2 games for a team other than their original affiliated team remains with the original team.
- Unlimited interchange of players is permitted within an affiliated team.

17. Score Sheets

- Players ten (10) years of age and over must print their names on score sheets prior to commencement of the game. Managers may mark off names of players under 10 years of age.
- Score sheets must be signed by both captains and umpires at the completion of the game and returned by the winning team to the office window within 15 minutes of the completion of the game.
- If an incomplete score sheet, (for example, a score sheet with no player names, or less than 5 players names, or one that has not been signed correctly as above), is placed in the score box, then the winning team will lose all points which were to be awarded for that game.
- A team claiming a win by forfeit, with the exception of 6. above, must have the names of five (5) players present written on the score sheet and signed by the captain and umpires, and returned to the office window immediately after the forfeit call. A team may claim a win by forfeit 5 minutes after the bell for the commencement of play if the opposing team still does not have 5 registered players on the court.
- If a team intentionally plays an unaffiliated player, then that team loses all points they have been awarded for the competition.
- Each team is to supply a scorer for their match. The scorers must sit together on the sideline halfway along the court and are to score on the official sheet only. No dispute regarding the score will be entered into at any time.

18. Drawn Games

In the event of the score being even at full time in a semi-final, or final, the umpires must notify the Control Room and wait for a new scoresheet. The game will continue for five (5) minutes each way. If the Score is still even after the completion of extra time, a toss is taken for the centre pass and the first goal scored determines the winner. In a Grand final, joint winners will be declared if the score is still equal at the Completion of extra time, except for Junior teams where no extra time will be played and both teams will be declared joint premiers.

19. Playing Conditions

- All decisions regarding play shall be made by the Games and Grading Subcommittee.
- All games are to be played in wet weather unless dangerous playing conditions prevail, please refer to Netball NSW Adverse Weather Conditions Policy.
- If play has started and conditions worsen throughout the game, the Games and Grading Subcommittee may call the game off. If this happens, all teams receive 2 points. Teams on a bye still receive no points. Teams wishing to forfeit at half time may do so and the score will stand, however the decision must be mutually acceptable to both teams or the game will continue. In the event of a game reaching half time before wet weather causes abandonment, the score will stand.
- If an entire day's play is cancelled, games may be played between the last round and the semi-finals.
- All semis, finals and grand finals, if stopped at any time due to adverse playing conditions will be replayed at a date to be fixed.
- When an entire days play or part thereof, is transferred to a new date, notified forfeits for that day's play, become null and void.

20. Complaints

Any complaints, excluding scoring, in the first instance should be advised to the relevant Club executive. If the complaint cannot be resolved, then the Club Secretary should escalate the complaint to the MPIO. Complaints must be signed by a Club Official.

21. Points

Points shall be awarded for competition matches as follows:

- Four (4) points for a win
- Two (2) points for a draw
- One (1) point for a loss
- No (0) points for a bye
- No (0) points for a forfeit. This includes any team leaving the court before a game finishes except for wet weather as below.

22. Canteen

Clubs and Individual Teams will be allocated canteen duties once the fixture for the competition has been finalised. Club members fulfilling canteen duties must sign on for Canteen duty for insurance purposes. Failure to carry out canteen duties will result in a \$50 fine.