



WWPNA Policy Document

Grading and Competition Policy

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Drafted by	2024 Executive	Approved	
Responsible person	Games & Grader	Scheduled review date	October 2025

1. Introduction

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.

2. Grading

The Grading and Competition Subcommittee 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.

Members of the Games and Grading Sub-committee must attend all meetings. If they are unable to attend then a proxy can be sent, and notification must be provided in writing to the WWPNA Secretary at least 7 days in advance of the meeting. The proxy assumes all Games and Grading responsibilities and has full voting rights. No appeals can be made on the voting rights of the proxy as they are deemed to be fully supported by their Club/Team.



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2.1 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. Where games are played, 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. Where games are played, no scores are kept, and no ladder produced.

- Net Set Go 9 & 10 years of age (Players aged 10 years, in the year of play, may play competition within NSG)

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 are kept and no ladder produced. A modified finals series is played that includes all teams.

Grading for competition (ages are based on the year of play)

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

2.2 Teams submitted must contain at least 5 players and no more than 12 players. Cadet and Senior Teams ~~individual teams (only)~~ can register up to 14 players. Only 12 players can sign on to play for games. Players must still play the nominated number of games with a team to be eligible to play in the final series.

2.3. All junior, IJ and Cadet graded teams are to consist of two age groups only (as shown above). One additional age group (for one player), either side, may be considered at the discretion of the Games and Grading Subcommittee. Teams may not contain more than 4 representative players. Should a team contain more than the 4 players, then they will be moved up at minimum, one grade.

- Teams who have won each grade in the previous season should be reviewed for grade promotion where required
- Teams who have lost each grade in the previous season should be reviewed for grade demotion where required
- Other considerations: team fit, grade fit, capability, fitness, dexterity - not just age
- Ladders and individual match results from the previous seasons should be reviewed by all Games and Grading members prior to all grading meetings.
- Clubs should provide factual reasoning for their preliminary grading decisions.



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- Grading should be based on the team, and not one or two individual players.

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

2.5 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 same discretion will apply for any substitution required throughout the season. Clubs must seek approval from the Games and Grading Sub-committee prior to any player under the age of 15 substituting in a senior grade.

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

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

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

2.9 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. Whilst coaching conflicts will be considered, the Games and Grading Convenor may not be able to accommodate all requests particularly if a club or individual team has multiple conflicts within the same grade. Only one coaching conflict should be considered for each team. (E.g. Coach or Assistant Coach, not both).

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

2.11 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. The Games and Grading What's App group (or similar) may be used to confirm late registrations with a majority vote counting.

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

3. Grading Appeals

Appeals relating to Grading will only be accepted within 24 hours of the grading being finalised. Appeals can only be made on the **process**, not the outcome as per Netball NSW State Titles appeal rules below.

1. Please outline your reason for appeal



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The request for the appeal must state the grounds for review, or why the grading decision should be changed. It must specifically address issues regarding how the team was evaluated under situations that put them at a distinct disadvantage to other teams being evaluated.

2. Indicate the grading rules that were not followed

It should be remembered that in general an appeal will only be considered if the competition grading procedures as per the relevant Competition rules was not adhered to.

4. Competition

4.1 Uniforms

- Each Club and Individual team have 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 see [Netball Australia Uniform Guidelines](#):
 - 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 per the Rules of Netball. [Netball NSW Inclusive Uniform Guidelines](#).
- 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.

4.2. 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



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series with all necessary approvals endorsed by the Games and Grading Subcommittee. This can be via the Games and Grading What's App.

- 4.3. 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
- 4.4. 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. This can be via the Games and Grading What's App.
- 4.5. 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.
- 4.6. 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.
- 4.7. 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.
- 4.8. Regrading, **if necessary**, may take place at the end of the first round, or 5 games, of the competition. Where possible the same Games and Grading subcommittee members are to attend the regrading meeting. If the original members are not available, the Club/Individual Team are responsible for providing their representative.
- 4.9. 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.
- 4.10. 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.
- 4.11. 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.
- 4.12. Any duties, including but not limited to canteen and umpiring which are not fulfilled will incur a fine of \$50 in the first instance, and \$100 for the second instance. Continued breaches may incur a loss of points for the teams concerned.
- 4.13. Any fine incurred by a team must be paid to WWPNA before the team can take the court for the next game.



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4.14. Injuries must be reported via the Injury Form provided by WWPNA.

4.15. No games are to be allocated on the weekends of Junior State and Senior State Titles, provided the Association has teams allocated.

4.16. Playing a Substitute Player

A player from a club may play 2 games in one competition week and may play in 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 their 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 clearly 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, once checked by the Umpire. The substitute may not re-enter the game except for injury.
- iii. 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.
- iv. A player who substitutes more than 2 games for a team other than their original affiliated team remains with the original team.
- v. Unlimited interchange of players is permitted within an affiliated team.

4.17. 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 returned to the control room then the relevant team will receive a warning in the first instance. Subsequent incorrect score



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sheets may incur a loss of points gained in that game, by the team not correctly completing the scoresheet.

- A team claiming a win by forfeit, except for 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 plays an unaffiliated player, then that team loses all points they have been awarded for the last 5 games. This decision is made at the discretion of the WWPNA Executive and could constitute a formal written 'warning' in the first instance. If repeated instances occur, then points are lost and the team disqualified from 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. Clubs are responsible for ensuring that all teams are aware of the rules of the game and scoring expectations.

4.18. 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.~~

4.19. Playing Conditions

- All decisions regarding play shall be made by the Games and Grading Subcommittee. The Games and Grading Subcommittee may utilise What's App (or similar) to determine final decision of if play will go ahead. Majority vote stands. No appeal will be entered into once the majority vote is determined. All Clubs are responsible for notifying members and WWPNA will be responsible for updating social media within 30 minutes of the decision.
- 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 if available, or another date and format as agreed to by a majority of the Games and Grading Committee.



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- 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 entire days play or part thereof, is transferred to a new date, notified forfeits for that day's play, become null and void.

4.20. 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.

4.21. 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.

4.22. Canteen

Clubs and Individual Teams will be allocated canteen duties once the fixture for the competition has been finalised. All volunteers fulfilling canteen duties must sign on for Canteen duty indicating the Club/tea they represent and must be 15 years or older, for insurance purposes. Failure to carry out canteen duties will result in a \$50 fine.

5. Umpiring

- 5.1 All umpires must hold a current Netball Australia Rules of Netball Theory pass. It is the responsibility of the Club to keep a record of all umpire's exam pass dates and advise of renewals when necessary.
- 5.2 No umpires under the age of 15 may umpire in the senior divisions without permission from the WWPNA Umpires Convenor.
- 5.3 It is the responsibility of each Club Umpires Convenor to supply a suitably qualified umpire for each allocated duty. If it is necessary for the Association to report/remove an umpire due to competency, the Club concerned may be fined, as per failure to perform rostered duties, if they are unable to provide a suitable replacement.
- 5.4 All umpires must abide by the Umpire Code of Behaviour (refer to Member Protection, Part D, Codes of Behaviour Policy, Attachment D6).
- 5.5 A National Badged umpire may umpire any game regardless of Affiliated Club, but must be wearing attire in line with Netball NSW standards.



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- 5.6 All Affiliated Club umpires must wear their Affiliated Club uniform with white shirt, or full white attire and appropriate footwear, and must have their own whistle. If a jacket/jumper is worn it should be white. Where no whites available a plain coloured jacket or jumper can be worn. No Club or patterned. ** Bottoms may be plain black in colour also.
- 5.7 All umpires must report to the control window prior to their allocated game.
- 5.8 Failure to umpire an allocated game will incur a ~~\$100~~^{\$200} fine on the first offence and increase in \$50 increments for each additional offence. The Club shall be responsible for payment of the fine to WWPNA and shall be deemed un-financial and be unable to vote at the Association AGM until the fine is paid.
- 5.9 Each Affiliated Club must submit an Umpire Allocation Sheet for the relevant week to WWPNA Umpires Convenor, as per agreed time notified to Club Convenors prior to the commencement of each competition year, unless arrangements have been made with the WWPNA Umpires Convenor. A fine may be issued if Clubs fail to submit allocations on time.
- 5.10 Each affiliated Club must have a representative at each time slot available to answer calls/announcements to courts where that Club is umpiring.
- 5.11 Clubs must nominate one umpire for each of its teams that qualifies in the final series with or at the discretion of the Umpires Convenor. A fine of \$50.00 will apply for each umpire not supplied.
- 5.12 Affiliated Club Umpire Convenors, or their representative, are to attend two compulsory meetings each year. Failure to attend may incur a \$200.00 fine.
- 5.13 In the event a Club is unable to supply the allocated number of umpires they are to seek assistance from other Club Umpires convenors prior to contacting the WWPNA Umpire's Convenor. Clubs are not permitted to obtain umpires from other Clubs without first contacting the relevant Club Umpires Convenor.
- 5.14 The WWPNA Umpire Convenor has the discretion to move, replace and/or remove umpires from Club allocations where deemed appropriate.
- 5.15 At the Annual General Meeting or following the first Council Meeting of the year, the WWPNA Umpire Convenor in consultation with Club Umpire Convenors will recommend and set the Umpire Fees for the following competition year. This sets a consistent and equitable minimum fee for all umpires regardless of the Club they are affiliated with.
- 5.16 Where an umpire is asked to umpire for a higher division they will be paid the higher division rate. Where an umpire is re-allocated for example from a higher division to a lower division, the higher rate of umpire fee will still be paid. The Umpire is not to be disadvantaged. Consultation between Club Umpires and the WWPNA Umpire Convenor is to take place to ensure all parties understand the payment requirements. The weekly umpire allocation sheet is to record the umpires and their fee for each game to assist with Club and Association reconciliation of fees.



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