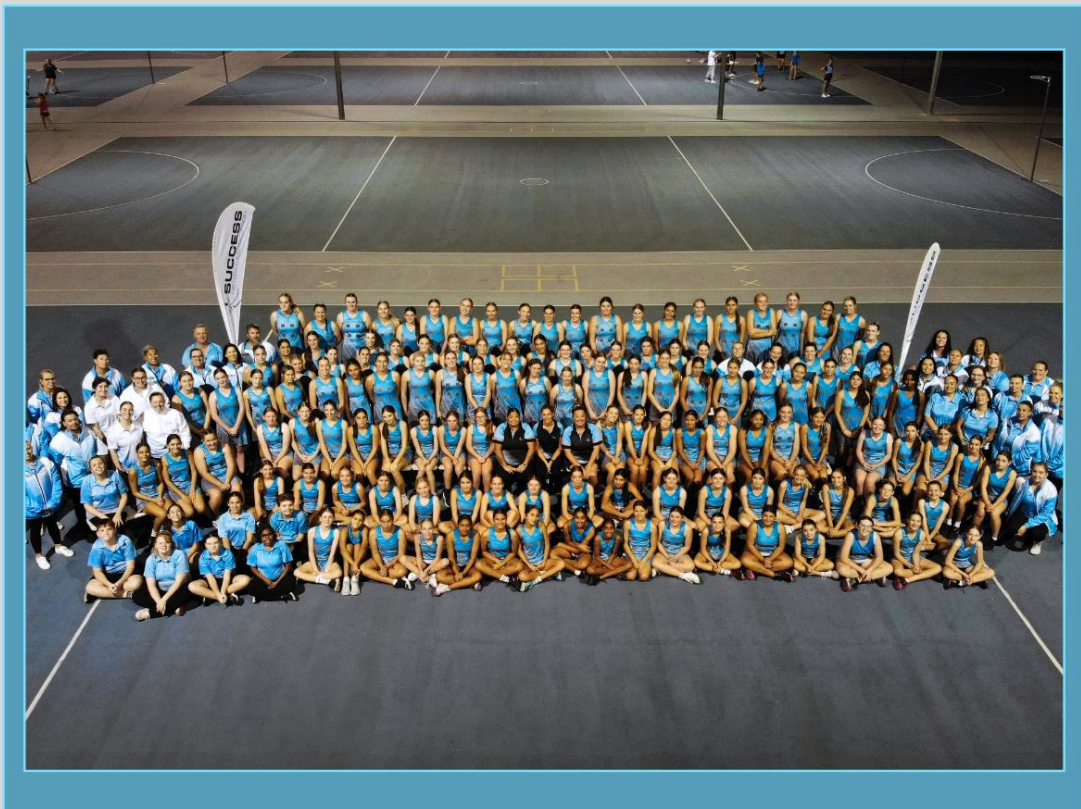




COMPETITION HANDBOOK

2025



Version: 1	Reviewed on: 2/10/2024
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1 INTRODUCTION

1.1 Objects of Association

The objects for which the Association is established and maintained are to:

- 1) Promote, develop, encourage, and manage the game of Netball.
- 2) Act for the members in all matters pertaining to Netball and to protect the interests of all members and participants.
- 3) Abide by the official rules of the International Federations of Netball Associations and the interpretation thereof as determined by the International Federations of Netball Associations and /or Netball Australia.
- 4) Affiliate with Netball WA (Incorporated).
- 5) Promote and conduct netball competitions and events at Association level and manage the representation of the Association in Regional (where applicable) and State events.

1.2 Application and Scope

The SNA Competition Handbook establishes the rules and manner in which competitions will be administered by the Association. The [International Netball Federation Rules of Netball](#) will apply to all SNA Competitions unless modified in this Handbook.

1.3 Amendments

All amendments to this Handbook will be communicated to affiliated clubs/ entity teams at the Club Presidents Meeting prior to the start of each Winter season. This document is also available on our [website](#) at any time. Should SNA be required to make any amendments after this time, it will endeavour to advise all affiliated clubs of these changes in a timely manner and updated on our [website](#).

1.4 Definitions and Interpretations

Affiliated Club and Entity Team means any group of teams or any singular team that has met the requirements as set out in 2.1.1

Association means Success Netball Association Inc (SNA).

Association Development Officer or ADO means the person appointed to that role by the Board.

Association Umpire Development Officer or AUDO means the person appointed to that role by the Board.

Clearance means the approval of a Member moving from one Club to another after registration has occurred for the Winter Competition by the Club where that Member was first registered.

Competition means any Success Netball Association run competition.

De-register means removing a member from the affiliation listing of a club. This is completed in Play HQ.

Division means a graded zoned section within a competition comprising teams of similar standard and ability. For Juniors this comprises of similar age, standard and ability.

Fixtures are the list of scheduled matches between teams for a division of a competition.

Grading means the process used to allocate club teams into divisions.

Grading Round means the overall rounds to complete 1 even rotation of the fixtures per division.

Grounds means Success Regional Sporting Facility located at 359 Hammond Road, Success.

Coach Development Officer or CDO means the person appointed to that role by the Board.

Juniors means any player who is 16 years of age and under as of 31 December of the current season.

Match is a game played between two teams on a scheduled fixture date of the competition.

Match Day is the day of the match.

NetSetGo and NSG is Netball Australia's junior entry netball program for players aged 5 to 10 years of age as of 31 December of the current season.

Open means a team or competition consisting of players usually over 16 years of age as of 31 December of the current season.

Play HQ is the current registration platform for Clubs, Association, Netball WA and Netball Australia.

Player means a person who is a financial club member and who qualifies to play in a SNA competition. This player must be registered via Play HQ or issued with a SGV prior to taking the court.

Registered Person means a person who has completed the registration process on Play HQ.

Round means all the matches fixtured in a division per week (except for rescheduled matches).

SNA Office means the admin office of Success Netball Association located at 359 Hammond Road, Success.

2 AFFILIATION AND REGISTRATIONS

2.1 Club and Individuals

- 2.1.1 Clubs/Entity Teams – herein referred to as clubs:
 - 2.1.1.1 Each club affiliating with the Association shall be required to:-
Accept the invitation in Play HQ for the current playing season and have at least 1 player registered into the competition.
 - 2.1.1.2 Agree to abide by the Constitution, By-laws, and Policies & Procedures of the Association and to ensure that their members do the same.
- 2.1.2 Any new clubs must submit their club's name and uniform prior to the 14 February of that playing season. Refer [Uniform Policy](#).
- 2.1.3 Clubs shall nominate up to two contact persons as representatives of the club. One of these shall be the main contact who will receive emails and other notices. SNA reserves the right to deal only with these representatives as and when necessary.
- 2.1.4 If a club does not register for two years, their name and colours become available to new or existing clubs wishing to change their name or colours.
- 2.1.5 All teams, players, coaches, umpires and club officials must be registered via Play HQ.
- 2.1.6 Individuals
Any individual not affiliated with a Club may affiliate directly with SNA, Netball WA(NWA) via Play HQ.
- 2.1.7 Associate Members
Any person who is interested in promoting the Association who is not covered under the terms of affiliations.
- 2.1.8 Outstanding Monies
Affiliation will not be accepted from Clubs/Players/Individuals who have outstanding monies to Clubs, SNA and NWA. Refer [Unfinancial Player Policy](#).

3 COMPETITION OVERVIEW

3.1 Winter and Spring Competition Structure

Winter and Spring Competition Rules will be the same for both the competitions, except where Spring policy states otherwise..

3.2 Competition Overview

- 3.2.1 The Association will conduct a Winter and Spring Competition, to generally be run from April to September for Winter and October to November for Spring, with dates approved by the Board.
- 3.2.2 The Winter and Spring Competition will consist of the following competitions:
 - Opens Ladies Competition
 - Opens Mens Competition
 - Ladies Walking Netball
 - 20U Competition
 - 16U Competition
 - 14U Competition
 - 12U Competition – Mixed
 - 11U Competition – Mixed
 - Set and Go Competition – Mixed
 - Boys Competition
 - No Limits Program

3.2.3 The following table details the Grades within the competitions with ages to be calculated at 31 December of the year of the current season.

Grade	Year of Birth
Opens	2009 & older
Mens	2009 & older
Walking Netball	2009 and older
20Us	2004-2008
16Us	2009-2010
14Us	2011
12Us	2013
11Us	2014
NetSetGo Go	2015/16
NetSetGo Set	2017/18
Boys Competition	TBC
No Limits Program	2013 & older

3.2.4 Common Byes

Juniors and Opens Competition:

There will be 3 common byes during the Winter Season for 2025

Saturday 31st May 2025 – FTG&P Association Championships

Saturday 12th July 2025

NetSetGo Program

There will be 4 common byes during the Winter Season for 2025

Saturday 31st May 2025 – FTG&P Association Championships

Saturday 5th July 2025 – July School Holidays

Saturday 12th July 2025 – July School Holidays

Saturday 19th July 2025 – July School Holidays

3.3 Association and Committee Officials on match day

3.3.1 To ensure a smooth-running competition, the Association has a Competitions Committee and other Officials available on Match Days to resolve any issues that may arise.

3.3.2 Officials can be contacted via the Association office or in person on the courts. The following roles are to be considered as Competitions Committee or Officials:

- SNA President
- SNA Vice President
- Association Umpire Development Officer
- Association Development Officer
- Coach Development Officer
- NetSetGo Co-ordinator
- Members of the Competitions and Development Committee
- All other Members of the Association Board

3.4 Finals Player Policy

3.4.1 For full Policy regarding Finals – please see [Finals Policy](#).

3.5 Finals Order of Play

3.5.1 Winter

Set & Go:

Play for participation only. No ladder to be displayed in Play HQ

All other divisions: Unless otherwise notified

Semi Finals

Qualifying Final – 1 v 2

Elimination Final – 3 v 4

Preliminary Final

Winner of Elimination Final vs Loser of qualifying final

Grand Final

Winner of Qualifying Final vs Winner of Preliminary Final

3.5.2 Spring. Refer Spring Policy

All teams play for position on the ladder. Grand Final is 1 v 2.

Set & GO competitions play for participation only, no ladder displayed on Play HQ.

3.6 Finals Process

3.6.1 Under the above-mentioned Order of Play, no team has the right to challenge.

3.6.2 Where teams finish the season with an equal number of Premiership points, the relative positions on the Premiership table are arrived at by dividing the goals scored for by the goals scored against – calculated in Play HQ as percentage.

3.6.3 Both teams to provide timing devices during all final games.

3.7 Finals Presentations

3.7.1 **Set & GO** - Teams will have ribbons / medallions / awards supplied at the end of the last fixtured game.

3.7.2 **Juniors** - Presentations to all Grand Final Winners and Runner Ups will be held immediately after their game.

3.7.3 **Open** - All Open Presentations will be held immediately following the Grand Final Match of the last fixtured match of the day (Opens Division 1).

3.7.4 This is subject to review by the Competitions Committee

4 COMPETITION RULES

4.1 Bye Games

4.1.1 Teams with a bye game (no game) in their division shall be awarded 0 points for this game. The game will not be considered a game played for qualifying matches for finals.

4.2 Changes to Matches

4.2.1 Forfeit – Prior to a match commencing

4.2.1.1 Forfeits should be avoided and only used as a final resort. Clubs with multiple teams will be expected to investigate fill up options or the use of a [Single Game Voucher/s](#). An alternative option is to reschedule the game - see 4.2.5

4.2.1.2 Any team intending to forfeit a match must notify the opposing team by phone or email and email the SNA Administrator no later than 3:00pm on the day prior to the game. Where teams provide their own umpires, it is their responsibility to notify their umpire. Squad Umpires shall be notified by the Association.

Emergency forfeits after this time are accepted but must be emailed to SNA Administration with an explanation of why the notification did not come in prior to 3 pm on the day prior to the game, for the best outcome for all players, coaches, officials and spectators. Penalties may occur if the SNA Competitions Committee determines that the club / team are not notifying SNA Administration and the opposing team within a timely manner.

4.2.1.3 When a team in the Junior and Open Competitions forfeits a match, two (2) points for a win and a 20/0 score shall be awarded to the opposing team, with the percentage being applied. The non-forfeiting team must provide a representative to complete the scorecard by the final playing match of that day. Failure to complete the scorecard will deem the players not credited with a qualifying game. [Refer Fines and Penalties Policy](#)

4.2.1.4 Any team who forfeits a Finals Match will be eliminated from the Final series.

4.2.1.5 In the event of a team forfeiting two (2) consecutive matches, the team shall show cause to the Board for such forfeiture.

4.2.1.6 During the Grading Round of the winter competition, no forfeits will be accepted in the Juniors and Open Competitions Refer 4.9. Exceptions for this may be emailed to SNA Administration for

consideration. All matches in these competitions must be played to completion except in the case of dangerous weather ([See Adverse Weather Policy](#)) due to the information being required for grading. A fine may be imposed on any team for non-compliance.

- 4.2.1.7 If an opposing team forfeits a match on the day, the players listed on the scorecard submitted by the non-forfeiting team will still be considered to have played a qualifying match. No consideration will be given for the forfeiting team for qualifying games.
- 4.2.2 Forfeit – Once a game has commenced.
 - 4.2.2.1 Once a match has commenced it must be played to a conclusion. Alternatively, one team may elect to forfeit the match. If this occurs the non-forfeiting team shall be awarded 2 points and the applicable percentage according to the score line of 20 or whichever is greater. Should both teams agree to end a match before the conclusion of the fourth quarter (mutual abandonment) the game shall be regarded as a draw and both teams shall be awarded 0 points. The scorecard is to reflect either a forfeit or mutual abandonment.
- 4.2.3 Cancellation – prior to the game commencing
 - 4.2.3.1 At the discretion of the SNA Board, matches may be cancelled / rescheduled due to dangerous weather, and those cancelled matches will be classed as abandoned and rescheduled games may be arranged. This is at the discretion of the SNA Board, no postponements will be accepted should this occur on the last fixtured match of the season. For a cancelled game, one (1) point will be awarded to each team and games counted towards a qualifying match. Any match that had previously been arranged to be postponed from that playing date shall also be classed as cancelled, and one (1) point awarded to each team if points are applicable. Refer [Adverse Weather Policy](#)
 - 4.2.3.2 If a fixtured match requires lit courts, in the event of a power failure or a power strike, then all matches will be cancelled, and a draw will be declared. This will be counted as a qualifying match. Any match that had previously been arranged to be postponed from that playing date shall also be classed as cancelled, with a draw awarded. This will be counted as a qualifying match.
 - 4.2.3.3 In the event of a Finals Match having to be abandoned due to dangerous weather, the SNA Board shall call a special meeting with a representative from the relevant Clubs no later than Monday following the abandoned game, to arrange for matches to be played as soon as possible.
 - 4.2.3.4 During the Spring Competition, a decision to cancel will be made by 4pm. A message will be posted on the website.
- 4.2.4 Cancellation – after the game has commenced.
 - 4.2.4.1 If a match is cancelled prior to and including half time, a draw will be declared. This will be counted as a qualifying match. Any match that had previously been arranged to be postponed from that playing date shall also be classed as cancelled, with a draw awarded. This will be counted as a qualifying match. SNA Board will confirm if this game is counted as a players qualifying game and the process to confirm who took court.
 - 4.2.4.2 Once the 3rd quarter has commenced, if the game is cancelled the score will stand. And games counted for qualifying games for those who have taken the court.
- 4.2.5 Postponements / Replayed Games
 - 4.2.5.1 Teams may postpone a match with the intention of playing it at either an earlier or later date, providing the match is played before the last scheduled game of that round. With the exception of games played during the Grading Round.
 - 4.2.5.2 The team wishing to postpone the match must advise the office of their suitable dates and times. SNA Administration will then contact the opposing team for confirmation and / or negotiation. Teams must make their own suitable umpiring arrangements.
 - 4.2.5.3 All rescheduled games need to have an SNA Official present for the entire match. This person must not take part in the game. The SNA Official is a person currently on the Development Committee, Competitions Committee or SNA Board.

4.2.5.4 Teams asked to postpone matches must make every effort to accommodate requests for postponement, providing the request is not frivolous as determined by the Board. Either team may appeal to the Board if the teams are unable to agree on a suitable date for postponement. If the Board determines that one team is being deliberately uncooperative, the Board shall have the authority to set the date, time and place that the match shall be played. Should the team that requested the postponement originally not be able to play on the date set by the Board, that team will be deemed as having forfeited the match and the forfeiture rule applies.

4.2.6 If either team fails to attend the rescheduled match, it will be declared a forfeit by the team failing to attend.
[Refer Fines and Penalties Table.](#)

4.3 Chewing Gum

4.3.1 The chewing of gum is not permitted whilst playing or umpiring the game of netball for safety reasons.

4.4 Ethics Clause & Member Transfers (Poaching of Players)

4.4.1 All clubs affiliated with SNA are required to adopt and comply with Ethical Standards and Practices when dealing with transfers of registered SNA members from one Club to another. Players/coaches are regarded as being 'registered' from the time the player/coach completes the registration process in Play HQ to the conclusion of the winter season.

4.4.2 Prior to this date no club member, Coach or other Official may approach any player or coach from another club to discuss transferring or offer inducements to transfer.

4.4.3 Contact may be made with any Player/Coach after the Grand Final of the winter season when every player/coach is deemed to be unaffiliated.

4.4.4 No Coach/Official or Team Manager may approach or induce a third party to approach selected SNA Association Team Members or SNA Development Squad Members to discuss transferring, or to offer inducements to transfer to or from another club.

4.4.5 The penalty for a Club Official or third party proven to have approached a registered player with a view to discuss transferring, or to offering inducements to transfer to or from another club shall be \$250 per player approached, PLUS suspension of their SNA membership for one (1) year from the date of the penalty. The club that the official or third party is associated with shall also incur a fine of \$250, to be paid before the next playing date.

4.4.6 The penalty for a Team Coach/Assistant Coach or Team Manager proven to have approached a registered player with a view to discuss transferring, or to offering inducements to transfer to or from another club shall be \$250 per player approached, plus suspension of their SNA membership for two (2) years from the date of the penalty. The club that the official or third party is associated with shall also incur a fine of \$250, to be paid before the next playing date.

4.5 Fees - Winter and Spring Competition

4.5.1 A fees schedule will be communicated to clubs prior to each season opening on Play HQ via the Information Pack.

4.6 Finals - Overtime

4.6.1 Procedure for extra time where a winner is required.

4.6.2 There shall be a two (2) minute interval at the end of full time.

4.6.3 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.

4.6.4 During both of these intervals, substitutions and/or team changes may be made

4.6.5 During extra time, normal injury or illness procedures shall apply.

4.6.6 Coaching is allowed by anybody on the team bench and at any time.

4.6.7 In the event of a tie remaining at the end of the extra time, a visual signal shall be to indicate that play shall continue until one team has a two (2) goal advantage.

4.6.8 In the event of a draw in any Finals match, a new scorecard must be obtained from the Competitions Committee or Official, and an independent scorer and timekeeper will be appointed by the Competitions Committee.

4.7 First Aid

Where First Aid is present on game day, they can be called upon as required whilst competition games are being played. Wheelchair and first aid equipment is available from the inside storeroom. When First Aid is not present, please contact the Competitions Committee.

In the event of a Concussion, the First Aid Attendant or SNA Official must complete the Concussion Checklist as outlined by the Concussion Policy. Refer [Concussion Policy and Concussion Policy Checklist](#).

Should the attendant or SNA Official deem a concussion has occurred a request to seek medical assessment will be required as per the [Concussion Policy](#).

4.8 Glasses

4.8.1 Players are permitted to wear prescription glasses only.

4.8.2 Prescription glasses including Sunglasses are to be secured tightly to the head by an appropriate headband.

4.9 Grading

Prior to SNA Grading Due Date:

- 4.9.1 It is the responsibility of each Club to correctly and fully complete the Grading Information requested in Play HQ.
- 4.9.2 Where possible, teams will be offered the option of playing in their age division. However, this is not guaranteed depending on registrations and divisions available, teams may have to be moved to a higher age division at the discretion of the Board and/ or Grading Committee.
- 4.9.3 Should any team be deemed too strong for their age division, the Board reserves the right to move them into a higher age division.
- 4.9.4 The Open & Junior Competitions will be paper graded. During the first Grading Round the scores will be reviewed, and prior to the conclusion of the first Grading Round a final regrade may be done if deemed necessary by the Board and / or Grading Committee.
- 4.9.5 The Set & GO Teams, will be paper graded and then reviewed round by round.
- 4.9.6 For the purposes of initial grading, a returning team will be considered to be the same team as the previous year if it returns with 5 or more players from the previous year.
- 4.9.7 Premiers in each division from the previous year may be moved up a grade, unless they do not meet the rule 4.9.6. This will be at the discretion of the Board and / or Grading Committee.
- 4.9.8 The last placed team in each division from the previous year may go down a grade, if they meet rule 4.9.6. This will be at the discretion of the SNA Board and / or Grading Committee.
- 4.9.9 Once steps 4.9.6, 4.9.7 and 4.9.8 have been completed, the remaining teams will be graded according to their strength.
- 4.9.10 An initial draft grading will then be released to the clubs for comment. The draft grading is not for general publication and is supplied to the clubs for information only. Clubs have 7 days from release of draft grading to respond with any requests for changes. Requests must include sufficient information to allow the Grading Committee to consider the request.
- 4.9.11 Club re-grade requests will then be considered prior to the release of the final grading.
- 4.9.12 Grading recommendations made by the Grading Committee are subject to ratification by the SNA Board. The Board reserves the right to make any necessary adjustments to grading to ensure the evenness of the competition. At the end of the Grading Round, all points and percentages will be retained, unless a regrade occurs. If a regrade occurs points and percentage will revert to zero. Subject to the Boards Discretion. After the regrade occurs if even rounds cannot be maintained, a manual adjustment to points and percentages may be required or make up games may be offered.
- 4.9.13 The Grading Round depends on the total number of teams in each division. For example:
- Division of 8 – Grading Round is completed after week 7
 - Division of 7 – Grading Round is completed after week 7
 - Division of 6 – Grading Round is completed after week 5
 - Division of 5 – Grading Round is completed after week 5
 - Division of 4 – Grading Round is completed after week 3
- 4.9.14 In the course of a regrade after the season has commenced, if the Grading Committee moves a team so that a Club's teams are out of numbered sequence, the club will be required to renumber its affected teams.

4.9.15 Except in exceptional circumstances, as determined by the board, there will be no further re-grading.

4.10 Grading – Club Procedures

4.10.1 Junior and Open Teams

4.10.1.1 All teams need to be allocated into Play HQ prior to the cut off for Grading. Players need to be allocated to the teams and then teams allocated to grades as set in Play HQ by SNA Administration. Grading will be completed by the Grading Committee according to the Club rankings provided. Rule 4.10.1.2.

4.10.1.2 Each Club is required to grade and number their teams according to strength (1 being the strongest), including Opens, Juniors and NSG. Failure to do so may result in incorrect grading. The Association will not be required to regrade any teams who have failed to supply the correct information.

4.10.1.3 Clubs must grade their players into teams according to age and ability.

4.10.2 Grading Set and GO teams:

4.10.2.1 Clubs should be mindful of these competitions being introductory.

4.10.2.2 Teams may be loosely graded based on age and the level of development.

4.10.2.3 Clubs should be aware of the different levels of development and growth in these age groups.

4.10.2.4 Clubs should consider placing players into teams in these competitions to encourage enjoyment and continued participation.

4.11 Interchange of Players/Teams – Permanent Transfer

4.11.1 All Clubs registering two (2) or more teams are requested to grade and number their teams according to strength, with Team 1 being the strongest. When a Club has two (2) or more teams in the Association then:

4.11.2 A Club may transfer players from a lower Division to a higher Division as long as rules 4.11.3 and 4.11.4 are followed.

4.11.3 Should a player have played 5 games during the season in a higher grade/division than originally registered, they then become a permanent player for the higher team and cannot play in the lower division once the 5th game has been completed. A player is considered to have played the game, once they have taken the court in any quarter of a game other than their own registered team. If a player is written onto a scorecard, but does not take the court, that game is not considered played. These games are only counted during the fixtured season. Finals games are not considered qualifying games.

4.11.4 Clubs may apply for an exemption to play up for a player wishing to play up more than two age groups. Playing a player up more than 2 age groups without an exemption to play up will be liable for a penalty. Once a player has been granted an exemption to play up, they may not play in a lower age group. Playing a player down after they have been granted an exemption to play up will be liable for a penalty. [Refer Fines and Penalties Table.](#)

4.12 Injury Procedure

4.12.1 In the majority of injury scenarios, the standard time out injury rules as per 4.13 below.

4.12.2 In the event of a major injury the first aid provider and/or ambulance officer may direct that a player may not be moved. In this scenario, the Association officials will provide an alternative court or advise teams of an alternative. This is for more serious cases of injury where the injured player cannot:

4.12.2.1 Cannot weight bear;

4.12.2.2 Clearly has a broken bone;

4.12.2.3 Is unable to move the injured body part (particularly if lower limb is injured);

4.12.2.4 Is unconscious;

4.12.2.5 If a head or spinal injury is suspected.

4.12.3 If a major injury has occurred it is the discretion of the first aid personnel as to whether the injured player is moved or not. If umpires are requested to move the game to another court whilst awaiting assessment. Players and officials should not move the injured player off the court unless directed by first aid personnel.

4.13 Injury Time and Blood Policy

4.13.1 Umpires will hold time for injury/illness following a verifiable request by an on-court player or without a request in the event of an obvious and/or serious injury or an open or actively bleeding wound or blood-stained clothing. In all circumstances above the player concerned must leave the court within 30-seconds and must receive treatment off court. Players with dried blood are permitted to clean up quickly and

continue playing. If undue time is taken by teams for illness/injury or blood the infringing team is penalised for delaying play (Rule 19.1-19.2) Refer to [Official Rules of Netball](#).

- 4.13.2 During the stoppage both teams may make substitutions and/or team changes provided these are completed within the injury time.
- 4.13.3 Once the players bib has been removed, injury time is deemed to be over, and play will recommence.
- 4.13.4 If no substitution is made for the injured/ill player, play resumes with the position left vacant.
- 4.13.5 Any blood on the court or ball must be cleaned before play restarts and any bloodstained clothing replaced.
- 4.13.6 If the position is left vacant the player concerned or a substitute may, after advising the umpire, take the court after one of the following occurs;
 - A goal has been scored (player must take the vacant position).
 - A stoppage for injury/illness.
 - An interval.
- 4.13.7 No person may enter the court during injury time, with the exception of the primary care person to assess the players ability to be removed from the court and to assist the player from the court. The umpires may authorise other persons (including team officials) to assist the player to leave the court if needed. No person entering the court may coach players during this time.
- 4.13.8 In the event that the primary care person/s advise the umpires that the player concerned cannot be moved safely within the 30 seconds then the umpire will extend the time for player to leave court or can make the decision to move courts if courts are available.
- 4.13.9 No player may leave the court during injury time, with the exception of the injured player.
- 4.13.10 Coaching during injury time is allowed provided the coach does not enter the court.

4.14 Insurance

Fees paid to Netball WA include insurance cover for players, coaches, umpires, and officials for non-Medicare expenses incurred as a result of an injury received during a game played at SNA and affiliated Associations. Coverage is also applicable during training sessions and for SGV.

Membership with Netball WA includes cover under the Netball Australia National Insurance Program. This program is handled by V-Insurance Group.

Registration via Play HQ and full payment of fees is required for the insurance coverage to be engaged for individual Members.

Clubs are covered for public liability insurance through the Netball Australia National Insurance Program.

If an injury or accident occurs to a Member, they should report to the First Aid / SNA Official so the injury can be assessed and recorded for insurance purposes.

More information on the products and coverage available under the [Netball Australia National Insurance Program](#)

4.15 Jewellery

- 4.15.1 No jewellery or sharp adornments shall be worn, with the exception of a Wedding band and/or a Medical Alert Bracelet. The band or bracelet must be presented to the umpire before and after being taped to guarantee the safety of all players.
- 4.15.2 Under no circumstances are earrings to be worn. Flat-back Plastic Piercing Retainers are permitted but must be presented to the umpire before and after being taped to guarantee the safety of all players.
- 4.15.3 No body jewellery is permitted i.e. eyebrow rings, nose studs, tongue studs, navel rings etc. A Medical Certificate will be required if applying for an exemption for a medical piercing. The Medical Certificate is required to state that the piercing is for medical reasons only. This is additional to the Exemption Policy. The Exemption must be presented to the umpire during pre-match checks.
- 4.15.4 Under no circumstance may a player take the court wearing any prohibited jewellery. Should a player be found to be wearing prohibited jewellery after the commencement of the game, they shall be sent off the court and the jewellery removed. Play is to continue without that player. The position left vacant during the time the player is off the court must not be filled unless that position is Centre, in which case the team may move one player to fill that position. The player may retake the court in the vacant position at the next centre pass after inspection by the umpire.
- 4.15.5 Players may wear plain coloured soft brimmed visors only.

4.15.6 No hair beads are to be worn.

4.16 Juniors Registering into Opens Competition

4.16.1 Female players must be a minimum of sixteen (16) years as at 31 December of that playing year in order to be registered into the Open competition.

4.16.2 Female players turning fifteen (15) by 31 December of that playing year may not play up in the Open Competition unless a Permit to Play Up has been granted. This permit will only be granted in exceptional circumstances and only after assessment by the SNA Board or Competitions Committee.

4.17 Match Play Times

4.17.1 SET matches will consist of 4 x 10-minute quarters, with a 2 minute interval at quarter time and a 4 minute interval at half time.

4.17.2 GO matches will consist of 4 x 12 min quarters, with a 2-minute interval at quarter times and a 4-minute interval for half time

4.17.3 All other matches will consist of 4 x 15-minute quarters, with a 3-minute interval at quarter time and a 5-minute interval at half time

4.17.4 Unless specific match play times are available in the individual [Competition Policy Document](#). For Example Walking Netball.

4.18 Match Times – Punctuality

4.18.1 All matches must start on time. Should a team not be able to take the court due to lack of player numbers (5 players minimum) or an umpire there shall be a 5-minute grace period. After this time the match must commence or be forfeited.

4.18.2 Should the grace period be needed then the breaks shall be shortened to 2 minutes for each quarter time break and 3 minutes for half time.

4.19 Nails

4.19.1 Finger nails must be short and smooth.

4.19.2 The taping of nails is not permitted in the Winter Competition.

4.19.3 Wearing of gloves is not permitted in the Winter Competition. Players with legitimate medical reasons for wearing gloves must supply a medical certificate stating the reason, to the Competitions Committee prior to the commencement of the season. Nails must still be short and smooth under the gloves unless prior permission is received from the Board. Refer [Spring Policy](#)

4.20 Player Eligibility – Juniors and Opens

4.20.1 Where possible players should be registered into their appropriate age or within 2 age groups. Where players are registered into a team more than 2 years from their date of birth, an exemption needs to be sought. For Example:

A player who is 14 as at the 31st December of that year can be registered into the 16U's Competition.

However to be registered in the 20U's competition would need an exemption approved.

This is the same for a player who is 15 as at the 31 December of that year would need approval to play into the 20U's and Opens Competition.

4.20.2 An eligible player is one who is registered with a club via Play HQ, which is affiliated with SNA.

4.20.3 Boys and girls are both eligible to play in the 11U and 12U Competitions. In accordance with the [Australian Junior Sport Policy](#) there are no restrictions regarding the number of boys in a team or the positions that they may play, however SNA requests each team is limited to three boys on the court at any one time. For the structure of the boys playing on court, they may only play one shooting position, one mid court and one defence.

For example:

GS and GA - Shooting positions

WA, C and WD - Mid Court positions

GD and GK - Defence positions

4.20.4 To be eligible to play in a Finals match, a player must have taken the court at least five (5) qualifying matches with their club on five (5) different playing dates. Matches played on a [Single Game Voucher](#) (SGV) do not count towards the five (5) qualifying matches.

4.20.5 There is no maximum number of players in any team. However, only twelve (12) players may be named on the scorecard in any one game.

- 4.20.6 Players may only play for one club in any playing season. The exception to this rule is a player transferring from one club to another. See Player Transfer 4.27.
- 4.20.7 Players who were selected to represent SNA at the Fuel to Go and Play Association Championships or State Cup are not eligible to register into the lowest graded Opens Division.

4.21 Player Eligibility NSG

- 4.21.1 To be eligible to participate in the Net Set & GO Program, a player must be turning five (5) years of age by the 31 December of that playing year. Boys and girls are both eligible for Net Set & GO as the program is designed for ages 5 – 10-year olds. A player exemption will need to be requested if a Go Teir player is wanting to play into Set Tier.

Net Tier	5 and 6 year olds
Set Tier	7 and 8 year olds
Go Tier	9 and 10 year olds

- 4.21.2 In accordance with the Australian Junior Sport Policy there are no restrictions regarding the number of boys in a team or the positions that they may play, however SNA request each team is limited to three at any one time and play one in each third. Refer rule 4.22.3

4.22 Play HQ Registration

- 4.22.1 The registration of all Players, whether pre-season or after the commencement of the Winter or Spring Competition, must be made via Play HQ, and can only be completed online by the individual member, their parent or guardian.
- 4.22.2 Registrations must be completed in Play HQ prior to the player taking the court for their first game. This is timestamped in Play HQ.
- 4.22.3 Players must be registered in Play HQ before they can be allocated into a team for both Winter and Spring Competitions.
- 4.22.4 Clubs may register additional players throughout the season, by completing the registration process in Play HQ, providing a photocopy of their Birth Certificate, Birth Extract or Passport if deemed necessary by the SNA Board or Competitions Committee, prior to the new player taking the court.
- 4.22.5 Players registered after grading must be allocated to a team in Play HQ, if needed, player exemptions must be approved prior to the player taking the court.
- 4.22.6 Unless an exemption has been approved by the Association prior to registration occurring, Players must be registered into the correct competition for their age at 31 December of the year of the Winter or Spring Competition. Refer Exemption Policy
- 4.22.7 All Coaches, Umpires, Team Managers and Officials need to be registered in Play HQ prior to the start of the season or the start of their first game and allocated to the correct team.

4.23 Players playing up and down as fill in players

Order of Competition for play ups

Division 1
Division 2
Division 3 20U's A
Division 4 Walking Netball 20U's Div B
Division 5 20U's C

- 4.23.1 Players may only play up to TWO calendar ages, not competition year. Permission will need to be sought from SNA Board for players to play up as a fill in more than two age groups from where they are eligible to play by birth date. Refer [Exemption Policy](#).
- 4.23.2 Any player may play up as a fill in two age groups from where they are eligible to play by birth date without approval from SNA.

- 4.23.3 Clubs *must* apply for an exemption to play down in all age divisions. Players will be assessed by SNA Board, if it is shown that the object of the request is not to obtain an unfair advantage, a Permit to Play Down may be granted. No more than two permits to play down to any one team will be granted.
- 4.23.4 A Club playing a player down without a Permit to Play Down will be liable for a penalty. Refer [Fines and Penalties Table](#).
- 4.23.5 Once a player has been granted a permit to play down, they may not play in a higher age group. Playing a player up after they have been granted a Permit to Play Down will be liable for a penalty. Refer [Fines and Penalties Table](#).
- 4.23.6 Once a player has been granted a Permit to Play Up, they may not play in a lower age group. Playing a player down after they have been granted a Permit to Play Up will be liable for a penalty. Refer [Fines and Penalties Table](#).
- 4.23.7 No registered player may play in a lower Division than the one for which they are registered unless the Competitions Committee has granted that player a Permit to Play Down. An application for a Permit to Play Down to a lower Division shall be lodged with the SNA Board or Competitions Committee in sufficient time for the application to be considered prior to the commencement of the season. Refer [Exemption Policy](#).
- 4.23.8 A Club playing a player down without a Permit to Play Down will be liable for a penalty. Refer [Fines and Penalties Table](#).
- 4.23.9 A Club playing a player who has been granted a Permit to Play Down may not subsequently play that player in any team in a higher age group or Division during that season will be liable for a penalty. Refer [Fines and Penalties Table](#).
- 4.23.10 Where it occurs that a Club has two or more teams in the same division, the players from the lower numbered team may play up in the higher numbered team, but the higher numbered team players may not play down without a Permit to Play Down. . Team numbers are as per club grading not ladder placement.
- 4.23.11 Fill in Players for Set & GO
In the interests of making netball a more enjoyable experience for all, Set & GO players may be interchanged freely between their own club or opposition teams. Players must be listed correctly on the scorecard as playing from another team from their own club or from the opposition team they are playing.
- 4.23.12 Players who were selected to represent SNA at the Fuel to Go and Play Association Championships or State Cup are not eligible to fill-in into the lowest graded division.

4.24 Player Transfers (During Winter and Spring Competition)

- 4.24.1 If a player wishes to transfer from one club to another during the season both clubs involved must complete the transfer in Play HQ, the requesting club, the previous club and SNA must approve the transfer for the registration to be completed in Play HQ. All transfers must occur prior to the third match of the first Grading Round of the season.
- 4.24.2 Clubs must respond to Player Transfer requests within 7 calendar days of receiving the request or the transfer will be automatically granted. Once the third playing date has passed, any transfer is at the discretion of the SNA Board.
- 4.24.3 A club has the right to refuse a player or coach a transfer on financial grounds. A player or coach, who is refused a transfer, has the right to appeal to the Competitions Committee to review that decision. The SNA Board decision shall be final.
- 4.24.4 The Association will not accept a club or player if unfinancial with SNA from previous seasons until all monies owing are paid in full.

4.25 Playing an Ineligible Player

Any club proven to have played an ineligible player is subject to the penalties as per the [Fines and Penalty Table](#).

- 4.25.1 Playing an ineligible player during Finals match will be liable for a penalty and take no further part in the Finals series. Refer [Fines and Penalties Table](#).
- 4.25.2 In the event of proven false recording of a name on a scorecard, the player who plays under the name, and the player, if any, under whose name they have played, shall be deemed not to have played on that day at all for the purpose of qualifying for Final Matches and the club will be liable for a penalty. [Refer Fines and Penalties Table](#).
- 4.25.3 If a team suspects the opposition is playing an ineligible player, the Team Manager or Coach should make the matter known to the Competitions Committee or Officials immediately whilst the game is in progress.

4.26 Progressive ladders

- 4.26.1 Teams can check their progressive ladders each week. These will be posted on Play HQ. In the Junior, and Open Competitions, two (2) points will be awarded for a win, one (1) for a draw and zero for a loss.
- 4.26.2 Set & GO, play for participation only. No points are awarded.

4.27 Proof of Age

- 4.27.1 All players are to provide a photocopy of their Birth Certificate, Birth Extract or Passport for verification of their age if requested by the Board.
- 4.27.2 Any late registrations must also provide this information if requested by the Board.
- 4.27.3 SNA reserves the right to request this information from any registered player throughout the season.

4.28 Rolling Subs

- 4.28.1 Rolling Subs are permitted in all Junior and Senior Divisions including any programs. Unless stated otherwise.
Refer [Rolling Subs Policy](#)

4.29 Scorecards

- 4.29.1 The official score card is the only one accepted. Score cards are to show the result of the match and player positions recorded accurately for each quarter. Refer [How to Complete a Scorecard](#)
- 4.29.2 No names may be written on the scorecard unless they are fill-ins or SGV's and within the Fill-In Player Section, clearly noting next to their name one of the following:
PU – Playing Up
NR – New Registration
SGV – Single Game Voucher
NR must be registered in Play HQ prior to the start of the game.
- 4.29.3 The score card must be completed in black or blue ink not fluoro or pencil. Refer [How to Complete a Scorecard](#).
- 4.29.4 Each Team can update Play HQ with their correct team including Fill-ins via Play HQ each week. The correct team will be displayed on the scorecard if completed prior to SNA Administration printing the scorecard. Please see [Play HQ Help](#)
- 4.29.5 The score cards are pre-printed from the SNA Office and available for collection no more than 20 minutes prior to the commencement of the game. Players not playing on game day need to be crossed out.
- 4.29.6 It is the responsibility of the scoring team to ensure the score card is filled out correctly – please advise the match office immediately if the opposition team does not co-operate in this regard. Failure to complete the score card correctly may result in a fine. Refer [Fines and Penalties Table](#).
- 4.29.7 It is the responsibility of the scoring team to hand in the scorecard to the Match Office immediately following the match. Failure to do so Refer Fines and Penalties Table.
- 4.29.8 Players names can be added to a score card during the course of a game, but must not exceed twelve (12) players. With the exception of SGV, they must be arranged prior to the start of the match and cannot be added to the scorecard after the match has commenced. Refer [SGV Policy](#).
- 4.29.9 During a finals match, no names can be added to the scorecard by either team unless directed by the Competitions Committee or SNA Official.
- 4.29.10 All fixtured matches (including postponed) must have a completed official scorecard handed to the office immediately following the conclusion of the match.

4.30 Scorer & Time keeper

- 4.30.1 All teams are to supply their own competent scorer and timekeeper during the Winter Competition and the Spring Competition.
- 4.30.2 The first named team shall provide the official scorer, and the second named team shall provide the official timekeeper.
- 4.30.3 The scorer and timekeeper need to stand or sit within their allocated box as marked on each court as directed by the controlling umpire.
- 4.30.4 They shall check both the score and the time with each other. When the time keeper is required to follow the umpire during the final 10 seconds of each quarter, teams are advised to supply someone else to check the score with the scorer.
- 4.30.5 The scorer and/or time keeper may not be changed during the game except in the event of illness or injury.

- 4.30.6 In the event of a team failing to supply a time keeper or scorer and the opposition team is unwilling to provide a time keeper or scorer then that team must find a competent time keeper or scorer in a timely manner or a player from that team will be required to time or score. Failure to supply a competent time keeper or scorer may result in a fine. Refer [Fines and Penalties Table](#).

4.31 Single Game Voucher

Refer [Single Game Voucher Policy](#).

4.32 Team Nominations – Club and Entity Teams

- 4.32.1 Will be required to nominate teams and their divisions for the Competitions via Play HQ.
- 4.32.2 Each team nominated should have a minimum of seven (7) Players and a maximum of twelve (12) Players. Prior to Association Grading Cut Off Date as advised by the SNA Administrator.

4.33 Uniforms

- 4.33.1 All Players must wear the registered uniform of their Club or Entity Team, or they will not be permitted to take the court.
- 4.33.2 Clubs and Entity Teams must comply with the [Uniform Policy](#).

4.34 Umpires Procedure

- 4.34.1 Teams shall be required to accept the Association Development Umpires in any division as and when requested by the Development Committee.
- 4.34.2 All Set & GO and Junior teams are to supply their own competent umpire unless AUDO appoints Green Shirt/Development Umpires to that game. Relieved umpires must remain on SNA grounds for the entirety of their scheduled game. Umpires must be prepared to be called upon to umpire a team or division different to their initial allocation. This is at the discretion of the AUDO.. Refer [Fines and Penalties Table](#).
- 4.34.3 All Open Teams are to supply their own competent umpire unless their division is relieved by Development/Squad umpires by the AUDO. Relieved umpires must remain on SNA grounds for the entirety of their scheduled game. Umpires must be prepared to be called upon to umpire a team or division different to their initial allocation. This is at the discretion of the AUDO.. Refer [Fines and Penalties Table](#).
- 4.34.4 The competency of an umpire may be decided by the Umpire Development Officer, or their representatives.
- 4.34.5 Umpires are to direct the scorer and timekeeper, they are required to stand/sit within the allocated box on the controlling umpires side.
- 4.34.6 The umpires have control of the game, and their decision is final. The Captain of the team and a player of which the questions relates (or Coach of Set & GO, and 11U) are the only ones who can approach the umpires for clarification on a rule, and this can only be done at intervals.
- 4.34.7 The umpires must strictly adhere to the [rules](#) set down by Netball Australia and SNA.
- 4.34.8 Umpires are to wear suitable attire. No jeans, thongs, or heeled shoes will be permitted. Umpires should wear a white shirt/jacket at all times. An umpire may wear their club dress with a white shirt or top if fixturing does not permit the umpire time to change their clothes. It is preferred that club colours are covered.
- 4.34.9 Umpires are not permitted to coach a team whilst umpiring or during intervals.
- 4.34.10 No interchange of umpires is permitted during a game except in the case of injury or illness, or if an umpire is deemed incompetent and a replacement is provided.
- 4.34.11 In the event of a Team failing to supply an umpire, then that Team must either find a competent umpire in a timely manner, or a player from that team will be required to umpire. Refer [Fines and Penalties Table](#).
- 4.36.12: An umpire may order a player off the court for 2-minutes. A player sent from the court must stand next to the scorer and timer. No positions may be changed by the team unless the penalised player is the Centre player. Once 2-minutes has passed the player presents to the umpire and can re-take to the court after the following occurs:
- A goal has been scored (in the vacant position).
 - A stoppage for injury/illness.
 - An interval.
- Note: The player must not communicate with their bench or team during their suspension.
- 4.34.12 If the suspension falls during an interval the player may join their team, but must return to the umpire's bench when play re-starts.
- 4.34.13 Interference or abuse of Umpires or Players by Spectators or Officials will not be tolerated. The umpire has the right to penalise the Team, the Spectators or Officials they are associated with.

- 4.34.14 Offensive Behaviour towards an umpire - In line with the Code of Behaviours agreed to by all teams, SNA officials may be present on the courts during matches and should any derogatory or abusive remarks be heard, the club that the players, officials or spectators are associated will be investigated by SNA and fined if deemed necessary.
- 4.34.15 It is strongly recommended that the umpire allocated to games are not the team coach or a registered playing member of that team.

4.35 Umpire Fee Structure

- 4.35.1 The suggested payment rate to Umpires at SNA is:
Set & GO - \$10.00 per match
11U, 12U, 13U, 14U, 16U - \$20 per match
20U, Opens, Mens, Walking Netball - \$30 per match

4.36 Umpires for Finals

- 4.36.1 All Clubs are to submit the names and availability of competent umpires for finals as requested by the AUDO in July. Clubs must supply one umpire per qualifying team. In the case that an umpire is/becomes unavailable, it is the responsibility of the nominating Club to provide an equally competent umpire. Finals Umpires can only represent one Club, unless approved by both the AUDO and Umpire Coordinator of their primary Club. AUDO / Development Committee to complete the Finals Umpire allocations.

4.37 Umpires General

- 4.37.1 All umpires participating in any SNA Umpire Development Program must be fully affiliated to SNA.
- 4.37.2 Clubs who wish to put umpires forward for screening and potential badging (not guaranteed) will be required to pay a fee of \$50.00 per umpire. Club umpires must be fully affiliated as outlined in Rule 2.1
- 4.37.3 Umpires from any other Association put forward for screening and potential badging (not guaranteed) will be charged a fee of \$100.00. Umpires must be affiliated to Netball WA.
- 4.37.4 Priority of coaching/screening of umpires shall always be given to SNA squad/club umpires over any other umpire.

4.38 Withdrawal of a Team

- 4.38.1 Any club or team who wishes to withdraw from the Association after grading due date clubs will be fined \$100 per team. Refer [Fines and Penalties Table](#).
- 4.38.2 Should an unfinancial Club disband at the conclusion of the season, any member of that Club registering with another Club shall be required to pay their portion of that debt before further registration will be accepted.
- 4.38.3 Clubs who do not follow this procedure may be declared unfinancial and may not be permitted to take the court or accrue points until such time as they become financial. Points will NOT be returned upon payment.

4.39 Withdrawal and De-registration of Players

- 4.39.1 Clubs are permitted to Withdraw / Deregister a player providing that:
- The Player has not taken the court in any matches or club training sessions for the current Competition.
 - The Player will not be taking any further part in the current Competition as a Player.
 - The De-registration lock out date, set by Netball WA, has not passed.
- 4.39.2 If a refund is required, then the request must meet the requirements of the Refund Policy. Refer [Refund Policy](#).
- 4.39.3 If a Player is not De-registered correctly prior to Netball WA's deregistration lock out date, then the Player is not entitled to a refund of the SNA or Netball WA fee.
- 4.39.4 SNA reserves the right to charge an Administration fee of \$15 on all requests for refunds and player withdrawals.
- 4.39.5 There can be no transferring of a player's fee from a withdrawn player to a new player. Family exemptions may be considered by the Board.

5 GROUNDS

5.1 Animals

- 5.1.1 All dogs that are brought to the grounds must be kept on a leash at all times.
- 5.1.2 The person who is responsible for the dog must take care of any dog litter.
- 5.1.3 SNA reserves the right to request any animal be removed from the courts.

5.2 Bikes, Skateboards and Scooters – Wheels on the Court

- 5.2.1 The Association requests that Member's do not use skateboards, scooters, rollerblades on the courts.

5.3 Fundraising

- 5.3.1 Cake Stalls and Raffles - Each Club is permitted to fundraise on their allocated [Duty Roster Days](#). They cannot sell anything in competition with the canteen. If clubs do not wish to fundraise on their allocated Duty Roster Day, please notify SNA Administration. SNA Administrator will confirm the Fundraising / Duty Roster via email.
- 5.3.2 Other Fundraising Events -Members can fundraise for their netball club once a year around the courts but to do so they must apply to the Board.

5.4 Volunteers

- 5.4.1 Clubs are required to provide volunteers including a Match Day Official on their allocated Duty Roster day. This provision is compulsory, and failure to provide volunteers will result in a fine. Refer [Fines and Penalties Table](#).
A description of the Match Day Official Duties and Club Responsibilities can be found on the window of the SNA Office and via the [Website](#). Duties of the Match Day Official and club responsibilities may vary.
- 5.4.2 The roster for duties during finals will be provided to the clubs no later than 9am on the Wednesday prior to each final. (This will only include clubs participating in finals).

6 CODES OF BEHAVIOUR AND COMPLAINTS HANDLING

6.1 Behaviours

- 6.1.1 All players, officials and umpires who register via Play HQ agree to SNA's Code of Behaviours when they complete the registration.
- 6.1.2 Code of Behaviours is available on the SNA [Website](#) and Netball WA [Website](#).
- 6.1.3 Clubs are responsible for the behaviour of their spectators on Match Day.

6.2 Complaint and Dispute Procedures

- 6.2.1 Disputes between Members shall be dealt with under the [Complaint Handling Procedure](#).
- 6.2.2 Complaints relating to offences and disputes that occur during competition shall be dealt with under the [Complaint Handling Procedure](#).
- 6.2.3 Any other complaints or disputes will be dealt with under the most relevant policy.

7 HEALTH AND SAFETY

7.1 Alcohol and Illegal Substances

- 7.1.1 No alcohol is permitted at the Grounds, unless under circumstances compliant with requirements under the Liquor Control Act 1988 (WA)
- 7.1.2 No illegal substances are permitted during netball activities at the Grounds.
- 7.1.3 No Player may take the court whilst under the influence of alcohol or any illegal substance.
- 7.1.4 No person may participate, or act in any official capacity, with any Club or Entity Team, or represent the Association, whilst under the influence of alcohol or any illegal substance.
- 7.1.5 Players or officials suspected of acting under the influence of alcohol or any illegal substance will be asked to leave the grounds immediately.

7.2 Safety

- 7.2.1 All spectators and Team Officials must remain behind the yellow spectator lines. This is for Umpire, Player and Spectator safety.
- 7.2.2 At no time may a Coach, Team, Club Official or Spectator position themselves along the goal line of a court.

7.3 Smoking

- 7.3.1 All indoor and outdoor areas under the control of SNA are to be maintained as smoke-free including E-Cigarettes.
- 7.3.2 Members and spectators may be asked to remove themselves from the grounds if they are smoking.
- 7.3.3 All functions run by SNA and its affiliates (including presentations, fundraising events, social occasions and meetings) are to be maintained as smoke-free including E-Cigarettes.

7.4 Working with Children Checks

- 7.4.1 The Association complies with its obligations under the Working with Children Act 2004 (WA).
- 7.4.2 Clubs and Entity Teams are expected to comply with their requirements under the Working with Children Act 2004 (WA).

8 ADDITIONAL DOCUMENTS

[Adverse Weather Policy](#)

[Complaints Handling Procedure](#)

[Concussion Policy](#)

[Concussion Checklist](#)

[Cyber Safety](#)

[Exemption Policy](#)

[Finals Policy](#)

[Fines and Penalties Table](#)

[Grievance Policy](#)

[Honours and Awards](#)

[How to complete a scorecard](#)

[Identified Athlete Policy](#)

[International Netball Rule Book](#)

[No Limits](#)

[Photo Policy](#)

[Pregnancy Policy](#)

[Rolling Substitutions](#)

[Refund Policy](#)

[Single Game Voucher Policy](#)

[Social Media Policy](#)

[Training Court Allocation Policy](#)

[Unfinancial Player Policy](#)

[Uniform Policy](#)

[Walking Netball](#)

[Working with Children Policy](#)