

FINALS POLICY

Version: 3	30/10/2025
Responsible Person: Charlene Smith	Reviewed on:
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INTENT OF POLICY

The policy is to ensure that:

1. Overtime Rules are clarified as each game must have an outcome
2. Unfinancial Clubs or Entity Teams finals eligibility
3. Scorecards
4. Umpire Procedures that differ from Fixtured Season
5. Game Day Procedures
6. Teams playing finals have sufficient players to compete in finals games
7. The standard of a team playing in the finals is not improved by 'permit player/s'.

APPLICABILITY

This Policy applies to all Clubs and Entity Teams.

CHANGES TO THE POLICY

This Policy may be cancelled, amended, or supplemented by the Association as and when it sees fit. Any variation will be given to Members in writing by the Association. The Association will review this policy on a regular basis to ensure that it remains effective in supporting the objectives and strategic direction of the Association, and to ensure ongoing best practice.

HOW POLICY WORKS

It is essential that the Policy is understood at all levels of the Association, i.e.

1. Clubs
2. Coaches
3. Players (and parents)

BACKGROUND

Finals games have different rules than in the fixtured season, the documents provides clarification to those rules.

OVERTIME RULES

Procedure for extra time where an outcome is required:

1. There shall be a two (2) minute interval at the end of full time.
2. 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.
3. During both of these intervals, substitutions and/or team changes may be made

4. During extra time, normal injury or illness procedures shall apply.
5. Coaching is allowed by approved and registered coaches on the team bench.
6. 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.
7. 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.

UNFINANCIAL CLUBS OR TEAM ENTITIES

1. Any Club or Team with outstanding monies will not be eligible to participate in finals.
2. This will be considered a forfeit and as per Competition Handbook, any team who forfeits a Finals Match will be eliminated from the Final series.

SCORECARDS

1. Scorecards will be preprinted by SNA Administration and brought to the court by the umpires.
2. Clubs are required to updated Play HQ with the available players 24 hours prior to the start of the game. It is up to clubs to be aware of their unqualified players
3. All permitted players will be added to the scorecard by SNA Administration ONLY
4. Scorecards must be returned to the SNA Administrations Office at the conclusion of the game – by the scoring team.

UMPIRES

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.
2. Clubs must supply umpires for the amount of teams they have in finals. Umpires can officiate / play in only 2 games each finals round. Umpire allocation for each game / round is at the discretion of the AUDO.
3. Each club with more than 5 teams competing in finals also is required to provide a reserve umpire.
4. Umpires must collect their scorecards from the SNA Office / Umpire Room prior to each game.
5. Grand Finals only – umpires must select an MVP and provide this information to SNA Administrator. The decision is to be in collaboration with their co-umpire.

FINALS GAME PROCEEDURES

1. Each club is required to provide a scorer or timekeeping as per usual season rules. However both teams are required to provide an approved timer. This is to be used for umpire time (injury or suspension).
2. In the event of overtime with players or officials on court, a delay to the following timeslot may be approved by the Competitions Committee or SNA Official.
3. Spectators are not permitted to be on the side of the court that has been allocated to teams / benches.
4. Additional barricades and safety areas will be marked off. This is for the safety of the players, officials and spectators. This is at the discretion of the SNA Board.

FINALS PLAYERS PERMIT

1. To be eligible to participate in final rounds matches all players must have played at least five times with their Club during the season with these qualifying matches being played on separate dates;
2. Each club or entity team is responsible for keeping this information updated. If teams are allocated to Play HQ correctly each week, this information is captured in Play HQ and easily assessable for Club Administrators. This information is reviewed by SNA Administration.
3. Final round fixtures – should a player have played more than 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.
For Example:
 - a If a player is registered to 20U A Division and fills in for Senior Division 4 on 4 occasions. They remain registered to 20U A Division, however, once they play the 5th game in Senior Division 4, they become a permanent player in that team and cannot play back down into the 20U A Division. or
 - b If a player is registered to 20U A Division and fills in for Senior Division 4 on 4 occasions. They remain registered to 20U A Division, however, if they then play the 5th game in Senior Division 3, they become a permanent player of Senior Division 4 as they played the majority of those play up games in Senior Division 4 and cannot play back down into the 20U A Division. They can then play up into the Senior Division 3 but must comply with the original rule for the 5th game.
4. Final round fixtures – should a player have played an equal number of games in more than one grade/division, the higher grade/division will be deemed to be the team the player is registered in for the purpose of finals;
5. Final round fixtures – a player from a higher grade/division cannot play in a lower team/division without the sanction of the SNA Board and only then in the event of extreme circumstances.

PERMIT APPLICATIONS

1. A team that is eligible to play in the finals may apply to the SNA Board to bring up a 'permit player' from a lower age division/senior division to play in the finals.
2. policies around playing players up and down still apply. Team numbers are as per club grading not ladder placement where clubs have two or more teams in the same division. Refer Competition Handbook Rule
3. It must be indicated on the permit application the permit dates required;
4. The applicant 'permit player' must not be of a higher playing standard than the player being replaced, this is at the discretion of SNA and will be assessed on an individual basis. If the permit player is to give the team 7 or 8 players, the player may not be of a higher playing standard than the team.
5. An individual Finals Permit Form is required for each Permit player, for each final date;
6. Applications on the [Finals Permit Form](#) must be received at least 5 days prior to the game;
7. In cases of emergency, applications on the 'Finals Permit Form' form will be accepted up to two hours prior to the commencement of the game;
8. All Finals Permit Forms must be submitted by the Club Permit Officer and signed by this Club Official;
9. Clubs will be advised the outcome of their Permit Application as soon as practical.

PENALTY

1. Should a player play up without Permit approval the penalty shall be the loss of that game by a forfeit;
2. Should a player from a higher grade/division play in a lower grade/division without Permit approval the penalty shall be loss of that game by a forfeit.

GUIDELINES and INTERPRETATION FOR PERMITS AND PERMIT PLAYERS

1. Permits will only be issued if a registered player(s) in a team cannot take the court on the finals day(s). If a registered player can take the court, even if they may only be able to play for 1 quarter, then they are considered to be able to take the court and no permit will be issued.
2. The number of permits issued for a team will only be equal to the number of registered and qualified players in the team. For example, if there are 9 registered players in a team who have played the required qualifying games and 2 cannot take the court, then 2 permits may be issued.
3. If a team has only 7 registered players a permit may be applied for and will be considered.
4. Permit players are to be treated as a regular member of the team. All substitutions shall be in accordance with the current [Official Rules for Netball](#) as published by Netball Australia.

RELTATED DOCUMENTS

[Finals Permit Form](#)

[Competition Handbook](#)

[Official Rules of Netball](#)