

## SPRING NETBALL POLICY

<b>Version: 2</b>	<b>Reviewed on: 26/07/2023</b>
<b>Responsible Person: Charlene Smith</b>	<b>Approved by Board on:30/07/2023</b>
<b>Position: President</b>	

### APPLICABILITY

This policy applies to all Board, Sub Committees, Affiliated Members and their Members. All volunteers, spectators and other participants of Success Netball Association Activities.

### CHANGES TO THIS POLICY

This Policy may be cancelled, amended, or supplemented by the Association as and when it sees fit. Any variation will be emailed to Clubs and Entity Teams by the Association and uploaded to our website. 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.

### INTENT OF POLICY

To ensure that all participants in SNA's Spring Competition are aware of the rules surrounding Spring Netball and the modified rules that apply.

### THE POLICY

Success Netball Association runs a Wednesday night Spring Competition in October and November with a variety of competition offerings available:

Grade	Age	Times	Match Length
Opens	16 and older	6.30 pm and 8pm	4 x 15 min qtrs.
Mens	16 and older	6.30 pm and 8pm	4 x 15 min qtrs.
Walking Netball	16 and older	6.30 pm and 8pm	4 x 10 min qtrs.
20Us	20 Unders	6.30 pm	4 x 15 min qtrs.
16Us	16 Unders	5pm and 6.30 pm	4 x 15 min qtrs.
14Us	14 Unders	5pm	4 x 15 min qtrs.
13Us	13 Unders	5pm	4 x 15 min qtrs.
12Us	12 Unders	5pm	4 x 15 min qtrs.
11Us	11 Unders	5pm	4 x 15 min qtrs.
NetSetGo Go	9 and 10 Year Olds	4pm	4 x 10 min qtrs.
NetSetGo Set	7 and 8 Year Olds	4pm	4 x 10 min qtrs.
Boys Competition	15 Unders	5pm	4 x 15 Min qtrs.
No Limits Program	12 and older	5 pm	TBC

Please Note: All divisions and games times are subject to final court allocation and team registrations.

### TEAM REGISTRATION

1. All teams are required to have a minimum of seven players registered to participate in the Spring Competition.
2. A maximum of 12 players can be registered in any team.
3. Team nominations may not be accepted by the Association if there are not more than seven players included as part of the nomination.

### PLAYER REGISTRATION AND REFUNDS

1. Players must register via the team registration link supplied to their Team Contact prior to taking the court during the Spring Competition.
2. The Netball WA and Netball Australia affiliation fees are payable once annually only – existing Winter Season players who use their existing 2023 accounts will not pay this. If an existing Winter Competition player creates a new account or uses a different account from their Winter Competition registration, they will be charged the affiliation fees again. No refunds will be given to participants who use the incorrect account when registering. Please do not proceed with the registration if the fee total does not reflect the correct fee.
3. Please note that players will not be eligible for a refund of their fees once they take the court during the Spring Competition or after the cut off date for refunds by Netball WA, whichever comes first.
4. Walking Netball Participants must pay the Netball WA and Netball Australia portion regardless if they have participated in the Winter 2023 Program.
5. No Limits charges are TBC.

### REGISTRATION PROCESS

1. SNA will email all club contacts and post on Facebook the Play HQ Registration Link for TEAMS ONLY. There is no cost to Register a team in Play HQ.
2. Once the team contact has registered via this link, they will be emailed a Player Registration Link for players. All players must pay the full amount due at checkout. This link is unique to each team.
3. Players, umpires and officials need to use this link to register in Play HQ.
4. All communication from SNA will be to the Team Contact.
5. Players can be added at any time using the Player Registration Link.

### PLAYER ELIGIBILITY & FILL-IN PLAYERS

1. All players must either be registered for the Spring competition via PlayHQ or have purchased a [Single Game Voucher](#) (SGV) prior to the game in which they will be playing.
2. A fill-in player may only utilise a total of two (2) SGVs – full registration is required for any further games.
3. To be eligible to play in the Grand Final of any division, a player must have played in at least two prior matches with that team. Games played using SGVs count towards Grand Final eligibility.
4. A player may use a SGV during any match in the regular rounds.

5. If a team is unable to field seven (7) players for the Grand Final, they may apply for permission to purchase an SGV for a player who has already used two SGVs to play with that team during the Spring Competition.
6. A player is only eligible to play in one team during the Spring Competition.
7. If a team plays an ineligible player (e.g. not registered and no voucher purchased and recorded) the penalty is the forfeit of the match in which the ineligible player was played.
8. 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. 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.
9. 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.

## **TEAM UNIFORMS AND EQUIPMENT**

1. Teams will be required to indicate their team uniform colours that will be worn, then the team contact registers the team in Play HQ. Players must all wear the nominated uniform, as well as suitable sports shoes.
2. Teams are required to supply their own bibs, match ball, and timer. If there is a clash of uniform and/or bib colours during a match, SNA may be able to loan an alternative set of bibs to one team from the Match Office, however this cannot be guaranteed.

## **JEWELLERY**

1. Jewellery is not permitted to be worn during matches.
2. Earrings may be taped.
3. Each player's fingernails must be cut short and smooth prior to taking the court in each match. Sports gloves are permitted, but nails must still be short and smooth.

## **UMPIRES**

1. Each team must supply one umpire for each match during the Spring Competition. Please refer to the [Competitions Handbook](#) for payment guideline. Failure to provide an umpire will result in a fine please refer to the [Fines and Penalties Table](#).
2. All umpires should be registered on Play HQ via the team registration link supplied to each team.

## SCORECARDS

1. Scorecards will be available for collection from the Match Office by the scoring team prior to the game. Player names will be printed on the scorecards.
2. All scorecards must be handed into the Match Office by the winning team prior to leaving the grounds.
3. In the event of a draw, the scoring team must return the scorecard to the Match Office.
4. Scoring Teams named first on the scorecard are responsible for scoring, and must record goals scored, centre passes, and tick each quarter that a player is on the court.
5. Timing Teams named second on the scorecard are responsible for timing each quarter and the break.
6. Timekeepers should follow the closest umpire for the last 10 seconds of each quarter, and notify the umpires when there are 30 seconds remaining during a break.
7. A suitable timing device with sound must be used. Mobile phones are a not suitable timing device.

## CANCELLATION, DEFERMENT AND DELAY OF MATCHES

1. Only SNA can cancel, defer, or delay matches during the Spring Competition.
2. Team Contacts will be notified directly via email and updates will be posted on our Facebook page.

## FORFEIT

1. All forfeits must be notified in writing to: [admin@successnetballassociation.com](mailto:admin@successnetballassociation.com)
2. Any notice of a forfeit given by 3:00pm one day prior to fixtures will incur no fine
3. Any notification of a forfeit later than 3:00pm the day prior to fixtures will incur a late forfeit fine, refer [Fines and Penalties Table](#) and must pay prior to the next fixtured game.
4. The result of any forfeited match will be a 20-0 win to the non-forfeiting team.

## FIRST AID

1. There is no First Aid available at SNA during Spring.
2. Ice is available by contacting a SNA Representative.

## PLAYER FEES

1. Player fees will be updated on the Spring Flyer prior to the season starting.  
This amount includes:
  - Netball Australia Fee
  - Netball WA Fee
  - Success Netball Association Fee (including City of Cockburn)

Teams are responsible for paying their own umpire each week during the Spring Competition.

### **GAME TIMES & BREAKS**

1. Game duration are as per the table above and finalised as per fixtures
2. NSG Breaks
  - First Quarter Break – 2 minutes
  - Half Time – 3 minutes
  - Third Quarter Break – 2 minutes
3. Junior and Senior Breaks:
  - First Quarter Break – 2 minutes
  - Half Time – 3 minutes
  - Third Quarter Break – 2 minutes

### **RELATED DOCUMENTS**

[Competition Handbook](#)

[Fines and Penalties Table](#)

[Single Game Voucher](#)

[Single Game Voucher Form](#)

[Refund Form](#)