

Gladstone Netball Association (GNA) Competitions – Policy

Effective Date: 17.06.2025 Reviewed By: GNA Executive

1. Purpose

This policy establishes clear guidelines for running netball competitions, ensuring **fair play**, **player safety**, and a **positive sporting experience** for all participants.

It outlines competition structure, rules, player conduct expectations, and procedures for handling disputes.

2. Definitions and Abbreviations

- Fixture: A scheduled match or game on a specific date and time.
- NC: Netball Connect.
- NQ: Netball Queensland.
- NA: Netball Australia.

3. Competition Structure

3.1. GNA Age Groups

- Mini Netters
- Juniors
- Seniors

3.2. Grading Fixtures

- All finals competition procedures must adhere to the **Grading Fixtures Standard Operating Procedure (SOP)**, which outlines:
 - Grading Overview
 - Grading Process
 - Post-Grading Divisions
- Grading Fixtures are conducted at the start of each season to determine appropriate team placement.
- All Junior (JNR) and Senior (SNR) teams must participate in the grading fixture process.
- Mini Netters are exempt from grading and placed into divisions based on club-submitted information at the beginning of the season. Adjustments may be made Throughout the year, following formal Request, to GNA.

SOP - Grading Fixtures



3.3. Season Fixtures

- Once divisions are set, the season draw is published in Netball Connect.
- Eligibility for Finals: Players must compete in at least 50% of season fixtures to qualify.
- Penalty for Unregistered Players:
 - Loss of competition points for that game.
 - No goals recorded for the infringing team for that game.

4. Finals Structure

All finals competition procedures must adhere to the **Finals Competition Standard Operating Procedure (SOP)**, which outlines:

- Ladder placement criteria (points, for and against, and goal average percentage).
- Player eligibility rules, including minimum game participation and movement between grades.
- Finals format, including semi-finals, preliminary finals, and grand final structures.
- Rescheduling protocols for cancelled finals matches.

SOP- Finals

5. General Rules

- **Gloves** may be worn **only in senior competition**, and an indemnity form must be lodged with the GNA Committee.
- No taping of nails is permitted.
- **No jewellery** is allowed on the court unless medically required and approved by the Executive Committee.
- Chewing gum while playing is strictly prohibited.
- Ball Requirements:
 - Clubs must provide a regulation-sized ball, correctly inflated.
 - Mini Netters: Size 4 ball.
 - Junior and Senior: Size 5 ball.
- Uniform Adjustments:
 - Teams may wear **non-uniform bibs** when playing against teams with similar-coloured uniforms.
- Spectator Rules:
 - No spectators are permitted between courts.
 - Coaches/Managers are to move anyone on from the coaches box that should not be there
 - GNA and Club Presidents to remind spectators and ask them to move on as needed



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6. Team/Club and Player Registration

- Registration Process:
 - Team registration deadlines are set annually by the GNA Executive Committee.
 - Registrations must be completed via Netball Connect.
 - Teams must have at least seven (7) players, with a recommended cap of twelve (12) players.
- Proof of Age:
 - All New Players under 18 must provide proof via Birth Certificate, Passport, or JP Declaration.
- Transfers and Payment Policies:
 - Players transferring teams must have approval from both clubs in Netball Connect.
 - Players must pay all registration fees before competing, unless they have an approved financial agreement.
 - Payment plans must be followed as agreed in Netball Connect.
 - New players may register up to the last fixture game, provided registration is completed before the match deadline.
- Trial Games:
 - Players who have never played netball before may participate in one trial fixture (grading or season).
 - Trial player names must be added to the scoresheet with "Trial" beside their name.



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7. Rules of Play

- All matches follow Official Netball Rules Netball Australia.
- The Gladstone Netball Committee decides by 3:00 PM whether fixtures will proceed based on weather conditions.
- If matches have started and the weather deteriorates, GNA will follow the NQ Adverse Weather Policy for safety assessments.
- Junior players may play in Senior competition if:
 - They turn 14 years old by December 31 of the competition year.
 - They pay the fee difference between junior and senior divisions.
 - They complete player registration via Netball Connect.
 - They participate in Junior Competition as well:
 - If a Player is 16 or 17 yrs old and no longer attending school, an exemption to only play seniors may be granted upon written request to GNA.
 - A Junior player may only play 2 Senior Games, as a Borrowed Player, before they must be registered and added to a team
 - Any player who participates in a third game without being properly registered and officially added to a team will be classified as an illegal player, as defined in Section 11 of this policy
- Exceptions for 18-Year-Olds in Grade 12:
 - May play Junior competition upon providing Student ID (paying junior fees).
 - May opt for Senior competition only, paying the senior fee.
- Club Teams in the Same Grade:
 - Players cannot interchange between two club teams in the same grade.
 - Transfers between teams in the same grade are not permitted.
 - Players may not play in a lower grade to their registered team division.
- Name Changes:
 - Players must inform their Clubs and GNA in writing if their name changes during the season.
- Fixture Cancellations:
 - If fixtures are cancelled, GNA will contact club/team representatives to notify them.
 - Clubs/teams are responsible for informing their members.
 - Social media will be used for official cancellations.
 - Games will be classed as Abandoned (not played) and Teams receive one (1) point in the event of a fixture cancellation.
 - Teams on a bye will still receive 2 points
 - Attendance will be Marked for all players
 - Any forfeits received will be cancelled all teams will receive 1 point.



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8. Conduct of Games

8.1. Match Duration

- All Season Fixture games shall consist of **four (4) quarters of 12 minutes** each.
- Interval durations: 2 minutes (Quarter 1–2), 3 minutes (Half-Time), and 2 minutes (Quarter 3–4).

8.2. Competition Points Allocation

- Win: 2 points
- Loss: 0 points
- Draw: 1 point
- Bye: 2 points (no for & against points allocated)
- Win on forfeit: 2 points
- Loss on forfeit: 0 points
- Abandonment: 1 Point each (this is when GNA cancels a fixture round)

8.3. Minimum Player Requirement

- A team must have at least five (5) registered players to commence a game.
- If a team is late, a five-minute grace period is allowed; after this, the opposing team may claim a forfeit.
- If a game begins with five or six players, late arrivals may join once a goal is scored. These players must be added to a paper scoresheet to confirm attendance.

8.4. Gender-Based Participation Guidelines

All boys' participation in netball competitions must adhere to the Gender Based Participation Standard Operating Procedure (SOP), which outlines:

- Junior Division Guidelines
- Cadet Division Guidelines
- Senior Division Guidelines

Teams failing to adhere to this policy or SOP guidelines may face competition reallocation, match forfeiture, or other penalties as determined by the association.

SOP- Gender Based Participation



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8.5. Safety and Fair Play

- Club Presidents should intervene during breaks, in an appropriate manner, if they observe inappropriate or dangerous play.
- If dangerous or disruptive play affects game control, two GNA executives may stop the game for player welfare.
- Warnings and consequences will be administered per the Behaviour Policy.

8.6. Rolling Substitutions

- Rolling substitutions are permitted in Junior and Senior fixtures.
- Team Boxes will act as Substitution Zones.
- Teams may substitute players at any time, including stoppages and intervals, without limitation.
- Process for Substitutions:
 - 1. The substitute player must stand wholly inside the Substitution Zone to indicate readiness.
 - 2. The incoming player must wait for the outgoing player to enter the Substitution Zone before entering play.
 - 3. Players must observe offside rules when exiting and entering the court; violations result in offside sanctions.
 - 4. Teams using rolling substitutions must have a second set of bibs matching their original bib colours.
 - 5. If a team lacks a second set of bibs, the exiting player must swap bibs before the new player can enter.

9. Scoring & Player Attendance

9.1. Scoring Procedures

- Scoring must be completed using Netball Connect, with attendance recorded by the team's Manager or Coach.
- Each game requires two scorers, one from each team, standing in the designated scoring box.
- If a team fails to provide a scorer, at the start of the game, The opposing team is to notify GNA immediately, who will advise them they have 5 mins to provide a scorer or the game will be forfeited.
 - If the team still fails to provide a scorer within five (5) minutes, GNA will advise the umpire to forfeit the game to the opposing team.
- If a team has a scoring complaint, a written protest must be submitted within forty-eight (48) hours after the match to the Secretary of the Association, stating the reason for the dispute.
- Paper scoring restrictions: If a team relies on paper scoring for more than three (3) weeks in a season, the team and its club may be required to show cause



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9.2. Player Attendance Requirements

- Player attendance must be recorded via Netball Connect App before the start of each game.
- If attendance is not recorded, the game will be forfeited, and players may not qualify for finals due to insufficient games played.
- If a player cannot be added via Netball Connect App after the game has commenced:
 - Their name must be recorded on a paper scoresheet and submitted to the GNA Clubhouse before the end of the fixture night.
 - Late score sheets will not be accepted after the fixture round has concluded.
- Player participation in higher divisions:
 - If a lower grade/division player fills in for a higher division team within their club, their name must be recorded in the team attendance list via Netball Connect or manually if the game has already started.
 - Failure to record the player correctly may result in the player being deemed an illegal/ineligible player (See Illegal/Ineligible Players section).
- Club Responsibility:
 - Affiliated clubs must regularly audit player participation to ensure a player has not exceeded their three-game limit for playing up.
 - If a player exceeds the limit and is not transferred to a higher team, they may be deemed an illegal player (See Illegal/Ineligible Players section).

10. Playing for Another Team

- During Fixture Games and Finals, a player may play for a higher-division team within their club on a maximum of three (3) occasions and still remain eligible to play in their originally registered team.
- Once a player has participated in three (3) games in a higher division, they must be promoted to that higher division upon playing a fourth game.
 - Following this transition, they are no longer eligible to return to their original grade for the remainder of the season
- No player is permitted to play in a lower grade than their registered division.



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11. Illegal Players

11.1. Definition of an Illegal Player

A player is deemed illegal if they:

- Are not registered with an affiliated club or approved team in the GNA competition and are not trialling.
- Are playing under an assumed name.
- Are currently under suspension.
- Play in a higher-graded team without signing the team scorecard or being recorded in Netball Connect within 15 minutes of game completion.
- Are playing below their registered division.

11.2. Consequences

- Any attempt to play an illegal player in current season fixtures will result in:
 - A deduction of competition points, for the first offence
 - A team fine of \$30.00 per illegal player, and Forfeiture of the game all offences after the first
 - The fine must be paid before the team plays their next fixture.
- If a team plays any illegal player in three (3) games, the team will be required to show cause to the Executive Committee regarding potential disbandment.

12. Ineligible Players

12.1. Definition of an Ineligible Player

A player is deemed ineligible if they:

- Play for another team in a different club without prior approval.
- Exceed the maximum number of male players allowed on the court (more than 2 in Juniors, more than 1 in Seniors) at any given time.
- Have not played 50% of season fixture games and attempt to play in Finals, unless they have received a medical exemption, approved by GNA.

12.2. Consequences

- Any attempt to play an ineligible player in current season fixtures will result in:
 - Loss of 2 competition points.
 - Forfeiture of the game



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13. Forfeits

- All Junior forfeits must be submitted to the Secretary by 12:00 PM on game day.
- All Senior forfeits must be submitted to the Secretary by 3:00 PM on game day.
- If a forfeit is submitted after this deadline, the team will be fined \$50.00, and the fine must be paid before the team plays their next fixture.
- If a team forfeits three (3) games, the Executive Committee may require the team to show cause regarding potential disbandment.
- Forfeit rulings apply to all Fixture games.
- A team that forfeits on the night of competition will be fined as per late forfeits (after 12:00 PM).
- Players registered with a team that wins on a forfeit will be credited as having played in that fixture.

14. Dispute Resolution

All dispute resolution procedures must follow the **Dispute Resolution Standard Operating Procedure (SOP)**, which outlines:

- Steps for resolving disputes informally and formally.
- The process for handling game score disputes.
- Roles and responsibilities of mediators and committees.
- Timeframes for complaint submissions and resolutions.

SOP- Dispute Resolution

15. Uniforms

- Each new club/team seeking affiliation with Gladstone Netball Association must submit a design and colour scheme along with their application.
- A club uniform shall consist of the following:
- Mandatory uniform requirements:
- A suitable-length dress, OR
- Shorts/Skirt and Shirt/Singlets (no pockets on shorts).

Non Mandatory Uniform Requirements:

- Pants, including full sports briefs or bike pants.
- Socks, either ankle or crew length.
- Suitable sports footwear, in good condition.



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16. Coaches/Managers

- All coaches and managers must hold a current Blue Card or exemption.
- Coaches must remain in the designated team box while coaching on-court players.
- Coaches who leave the team box during the game are permitted to do so but cannot coach on-court players while outside the designated area.
- Umpires have the right to request coaches return to the team box if coaching occurs outside the designated area.
- If a coach refuses to return to the box and continues coaching on-court players, the umpire may call for a GNA Official to intervene.
- Mini Netters coaches are exempt and may move freely outside the coach's box to instruct players without requiring approval from umpires.
- Only registered club officials and players participating in the current game are permitted within the coach's box during the game.

17. Related Policies and Documents

In addition to this policy, GNA adopts the following policies:

- GNA Behaviour Policy
- NQ Code of Conduct and Integrity
- NQ Inclusive Uniform Policy
- NQ Adverse Weather Condition Policy
- NQ First Aid Policy
- NQ Blue Card Policy
- NQ Pregnancy Policy
- NA Concussion Policy

18. Related Standard Operating Procedures (SOP) referenced in this Policy:

- SOP- Grading Fixtures
- SOP- Finals
- SOP- Gender Based Participation
- SOP- Dispute Resolution

Document Control

Date	Comments	Authorised
25/06/2025	Section 7 - Rules of Play - Juniors playing Seniors updated	Melanie Wilson