

# NAMBUCCA VALLEY NETBALL ASSOCIATION INC

## *Net Set Go Bylaws*

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### THE FOLLOWING RULES APPLY TO ALL REGISTERED PLAYERS/TEAMS IN THE NET SET GO SATURDAY MORNING NAMBUCCA VALLEY NETBALL COMPETITION:-

#### 1 **Registration**

You **MUST** be a registered player up to ten years of age, with Netball NSW through your affiliated Club or the Nambucca Valley Netball Association Inc. before taking part in any training or game.

Players wishing to register after the competition has started, shall complete the appropriate form made available at the courts and pay the appropriate fee before their first game commences.

#### 2 **Team Uniforms**

Each player **MUST** play in a similar playing uniform, which has been approved by the Committee:-

- Tops must extend past the top of your skirts/shorts.
- All players must wear appropriate footwear.

3 All players **MUST** wear identification patches. If two teams have the same coloured patches, different colours are available at the office.

4 Players may not wear anything that could endanger themselves or other players, specifically:

- (a) No adornment or jewellery may be worn. Studs are not permitted.
- (b) A wedding ring or medical alert bracelet may be worn provided it is covered with tape
- (c) Fingernails must be short and smooth
- (d) Hair must be suitably tied back.
- (e) Only prescription eyewear may be worn
- (f) Players that are required to wear a piercing for medical reason (e.g. daith piercing for migraines) may tape this piercing only and take the court, provided they present the NVNA committee with a copy of a medical certificate which states the medical reason for the piercing.

5 For safety reasons, no hard brimmed hats will be permissible to wear during games.

6 A team cannot consist of more than twelve (12) players.

7 Up to four (4) boys are permitted to play on the court at any one time up until the age of ten years.

8 Children with a disability may be placed in a lower age group after consulting the Association and reviewed by the Executive Committee.

#### 9 **Umpires & Timing**

- i) Each team in the Net Set Go Grass Competition **MUST** supply their own umpire.

- ii) The GO competition (played on hard courts) may be umpired by beginner umpires being mentored in the umpire development program. However, this will be reviewed each year and shall depend on the number of teams in the Junior Competition. If the Umpires Convenor is unable to source enough umpires, GO teams will be required to supply their own umpire.
- iii) Each Net Set Go game will be timed individually, consisting of 4 x 10 minute quarters and breaks of two (2) minutes between quarters excepting half time which is three (3) minutes.

#### 10 **Official Teams Sheet**

- i) Full Christian and Surname are to be **PRINTED** on the teams sheet of all players taking part in the match; Players are to write their own name on the sheet, which will be matched to the team sheet from the beginning of the season.
- ii) No score is recorded for Net Set Go Modified Competition (Grass Court Games).
- iii) Each Net Set Go 'GO' Team team must supply a responsible scorer for their match.
- iv) All Score sheets must be returned to the office at the conclusion of the match.
- v) Teams failing to sign the score sheet after the game must accept without challenge, the score sheet as completed by the opposing team.

#### 11 **Match Requirements**

- i) A quorum for a game is **four (4)** registered players from each registered team. You cannot play with three team members and two borrowed players
- ii) If you have four (4) original team members, you can borrow a maximum of three (3) players. If you have five (5) original team members you may borrow a maximum of two (2) players. If you have six (6) original team members you may borrow a maximum of one (1) player
- iii) If the original team members arrive late to a match, they **MUST** take the place of the borrowed players at the next centre pass. They must play the position currently being played by the borrowed player.
- iv) All players **MUST** be filled out correctly on the score sheet. **THIS INCLUDES BORROWED PLAYERS.**
- v) Players taking the court **MUST** appear on score sheet. Substitute name/s only to appear when coming on to play.

\*Set teams may borrow as many players as necessary to have an enjoyable game, including substitutes from the opposition as they are a non-competitive division.

## 12 **Claiming Forfeits**

- i) A team may claim a forfeit two (2) minutes after the time set down for the commencement of the match if the opposing team does not have five (5) players ready to play including 4 players registered with that team.
- ii) In the event of a forfeit being declared during the week prior to the scheduled match, a representative of the team forfeiting, is required to contact the Match Secretary, the opposing team (all teams) and the Umpires Convenor (Net Set Go Advanced Only).
- iii) If neither team have five (5) registered players present and ready to play, the game shall be declared abandoned.

13 You **MUST NOT** play an unregistered or ineligible player.

## 14 **Points Score**

No Point Scores will apply for the SET competition Played on Grass Competitions shall be conducted on points score basis for the GO Division and semi-finals, and grand finals shall be played.

The following points will be given to teams for:-

<b>Win</b>	<b>4</b>	<b>Draw</b>	<b>2</b>	<b>Loss</b>	<b>1</b>	<b>Bye</b>	<b>2</b>	<b>Forfeit</b>	<b>4</b>
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**Points will be deducted on the day from teams who fail to meet their canteen duties. These points will be equal to a forfeit**

## 15 **Wet Weather**

In the event of wet weather, cancellation of matches shall be broadcast on the Associations current electronic media, Facebook/website. A decision will be made on the day of play, one (1) hour prior to commencement of games.

The following will apply due to inclement weather (Point Score Competition Only):-

- i) no game due to wash out — 2 points each;
- ii) game called off before or during half time — 2 points each;
- iii) game called off after commencement of second half — the team leading at the time the Umpires Convenor calls off the game, gets the 4 points

*Note: It is the responsibility of the Umpires Convenor or members of the Executive Committee to abandon play due to wet weather.*

## 16 **Injury Time**

No injury time will be added during games **EXCEPT** for semi-finals and grand finals when the following rule will apply:-

Umpires shall apply the time rule for injury and illness as stated in the Netball Australia Rule book. Timekeepers are responsible for stopping the clock when the umpire indicates time and notifying the umpire when the specified time out period has ended. The clock should be restarted on the umpire's whistle to restart play.

## 17 **Semi-Finals and Grand Finals (NET SET GO 'GO' ONLY)**

- i To be eligible to participate in semi-finals, finals and grand finals, players must have played in at least half (1/2) the competition matches with that team. Extenuating circumstances may be considered by the Executive prior to the day of the match. No borrowed players can participate in finals.
- ii Experienced (but not badged) umpires will be appointed to umpire semi-finals and grand finals where possible.
- iii If two or more teams finish on equal points after the final round of matches, positions for semi-finals, shall be decided by a goal average to decide the winner.

$$\text{Goal Average} = \frac{\text{total number of goals}}{\text{total number of games}}$$

- iv Semi-finals and grand finals shall be individually timed and scored by 2 individuals appointed by NVNA.
- v
  - a) If there is a draw in semi-finals and finals, a two (2) minute interval shall be taken.
  - b) during the interval players may leave the court, the score will be verified with the scorers and the teams change ends. During the interval there may be substitutions and/or team changes;
  - c) Two (2) five (5) minute halves will be played to determine a winner. After the first five (5) minutes, the teams will change ends with no time out permitted. No substitutions or positional changes shall be allowed during the changeover.
  - d) if still a draw at the end of the 10 minutes, play continues and the first team to score a two (2) goals advantage, shall be declared the winner;
- vi Positions for semi-finals play:-

### **First Semi-Final**

1<sup>st</sup> place plays 4<sup>th</sup> place

### **Second Semi-Final**

2<sup>nd</sup> place plays 3<sup>rd</sup> place

Winners of each semi final will play each other in the grand final.

- vii Any team found playing an unregistered or ineligible player in the semi-finals, finals or grand finals, will be considered to have lost that match.

## 18 **Protests, Complaints, Reports**

- i Any protest, complaint or report must be made to a Member Protection Information Officer (MPIO).
- ii The Executive shall set up a Complaints Committee to deal with any protest, complaint or report, if necessary, and the persons concerned in the occurrence shall have the right to attend the meeting of this Committee, for the purpose of stating their case.

iii In the event of any protest, complaint or report being found by the Complaint Committee to be justified, the following penalties may be imposed:-

- recommend to the Executive Committee that any team, player, umpire, coach, member or spectator be reprimanded, suspended or disqualified.

19 **Net Set Go Netball Rules (as taken from the Netball Australia site)**

	<b>Set Tier (Grass Courts) (7-9 year olds)</b>	<b>Go Tier (Net Set Go GO) (9-10 year olds)</b>
<b>Match Duration</b>	· 4 x 8 minute quarters.	· 4 x 10 minute quarters.
<b>Goal post</b>	· 2.4m high.	· 2.4m – 3.05m high.
<b>Ball</b>	· Size 4.	· Size 4.
<b>Time to pass ball</b>	· Up to 5 seconds.	
<b>Short Pass</b>	· Ball must be thrown (not handed) to another player. · If two players from the same team gain possession of the ball in quick succession, <u>this is not considered a short pass.</u>	<p>In 2017, the NVNA Committee made the following decision regarding their provision for Net Set Go GO Division.</p> <p>In Preparation for the Junior Competition, Net Set Go GO Division at Nambucca Valley Netball Association shall play full Netball Rules. Trainee Umpires will do their best to give clear directions and explanation of calls to players.</p> <p>Coaches may clarify rules with umpire mentors at these games but are not to approach beginner umpires or walk onto the court during play.</p>
<b>Replayed ball</b>	· A player who fumbles while gaining possession of the ball <u>will not be considered to have replayed the ball.</u> · A player may bat or bounce the ball up to 2 times to gain possession.	
<b>Footwork</b>	· 1-2 steps to regain balance allowed.	
<b>Offside</b>	· A player who moves into an incorrect playing area and self-corrects <u>should not be penalised for offside.</u> · Players may “play on” in the case of simultaneous offside (one player touches the ball), rather than a toss up being taken.  · Players should be given guidance if they move into offside areas and should not be penalised at the first instance. If a player regularly goes offside, even after guidance is given, they may be penalised.	
<b>Breaking</b>	· A player who breaks on the centre pass <u>should not be penalised for breaking.</u>	
<b>Defending</b>	· Strict one-on-one defence. · Players <u>may not defend a shot at goal.</u>	
<b>Obstruction</b>	· Players should be given guidance if they are obstructing (i.e. defending from a distance of less than 1.2m or have arms away from the body so as to limit the movement of an opponent and <u>should not be penalised at the first instance.</u> · If a player regularly obstructs, even after guidance is given, they may be penalised.	

<b>Centre Pass</b>	<ul style="list-style-type: none"> <li>Centre pass is taken by the non-scoring team.</li> </ul>	
<b>Substitutions</b>	<ul style="list-style-type: none"> <li>The game time should be evenly distributed amongst all players.</li> <li>A team can make unlimited substitutions at any time.</li> <li>Players should experience all positions over the course of the program/season.</li> </ul>	
<b>Penalty Pass</b>	<ul style="list-style-type: none"> <li>Player taking the penalty pass must stand in the correct position and wait for the offending player to stand out of play before passing.</li> </ul>	
<b>Advantage</b>	<ul style="list-style-type: none"> <li>The advantage rule should not be applied, with the exception of advantage goal.</li> </ul>	
<b>Game Management</b>	<ul style="list-style-type: none"> <li>Game Management section does not apply.</li> </ul>	
<b>Coaching</b>	<ul style="list-style-type: none"> <li>The coach may enter the field of play to provide players with immediate feedback as required.</li> <li>If the game is one-sided, coaches should use any means necessary to ensure a good experience for all players. This could include: <ul style="list-style-type: none"> <li>o Rotation of players into positions they don't usually play.</li> <li>o Rest more skilled players.</li> </ul> </li> </ul>	
<b>Awards and Scoring</b>	<ul style="list-style-type: none"> <li>No scores should be kept and no finals are played.</li> </ul>	<ul style="list-style-type: none"> <li>Scores and ladders shall be kept in the same fashion as the junior competition.</li> <li>Semi-Finals and Grand Finals will be played.</li> </ul>

20 **Smoke Free Zone**

Please note that the Nambucca Valley Netball Courts are a smoke free zone.

21 **Dogs**

Please note that the Nambucca Valley Netball Courts are a dog free zone.

22 **Skateboard, Bikes, Scooters and Rollerblades Free Zone**

Please note that the Nambucca Valley Netball Courts are a skateboard, bikes, scooters and rollerblades free zone during use by Nambucca Valley Netball Association Inc.

23 **No eating on court**

No players are to eat on court whilst playing, ie no chewing gum.

