



BNA Games Rules

Winter Day and Summer Nights
Certificate of Incorporation IA02866
Updated March 2020

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Club Procedures and Responsibilities

1.1 Name and Colours

- 1.1.1 Uniform description, style and colours including bike pants must be submitted to the Association for approval on the provided Club contact form on or before the closing date of affiliations for each season.
- 1.1.2 All players shall wear identification bibs for all matches. The minimum size for identification bibs is 20cm x 20cm (6" x 6"). Positional tags marked in large solid distinctive letters at least 2.5cm (1") in width front and back. No player can take the court without identification bibs. Any player attempting to play without identification bibs shall be deemed an ineligible player and their team shall lose the points gained in that match.
- 1.1.3 Players are to wear the registered uniform of team. The uniform cannot consist of a combination of items unless permission is granted from the Competitions Director. Teams failing to wear correct uniform will be noted and their Club informed.
- 1.1.4 If teams have players playing out of uniform as identified on their Club contact form and this disadvantages the opposition then a representative of the opposition is required to contact a Games Desk Official who will assess the situation.
- 1.1.5 No Club shall be permitted to use the Brisbane Netball Association Inc. representative playing or training uniform.
- 1.1.6 If Clubs require any exemptions with uniforms they are requested to email admin@brisbanenetball.org.au and apply for a relaxation. This may occur if a Club's uniform supplier is not able to supply in time for the start of fixtures (which includes the grading period) or the Club is in the process of changing uniforms. In the latter situation, each team member shall play in either the "old" or "new" or "approved temporary" uniform. (This also applies to bike pants/briefs - each player in the team must have the same colour bike pants/briefs).

1.2 Affiliation and Financial Requirements

- 1.2.1 Clubs shall be supplied the approaching season's "Affiliation Pack" in sufficient time to allow their committee to budget and open their registration processes. Due dates for affiliation will be supplied with this pack for the impending season.
- 1.2.2 Clubs are required to return the Club contact form and the completed affiliation form by due dates. Fees strictly due 14 days from BNA Invoice date. No exemptions. Players playing in two competitions are required to pay two registration fees.
- 1.2.3 Season's fees shall be determined by the Board of Directors prior to the commencement of the season and will consider fee structures implemented by Netball Queensland.
- 1.2.4 Affiliations will not be accepted from Clubs or teams who are liable for outstanding fines or monies. Registrations will not be accepted from individuals who are liable for outstanding fines or monies.

- 1.2.5 The Competitions Director reserves the right to prevent any non-financial teams from taking the court.
- 1.2.6 Unregistered players are not permitted to take the court under any circumstances. It is the responsibility of each Club to ensure that a player is fully financial and registered before taking the court for the first time. Consequence as per rule 1.5.3.

1.3 Refund of Registration Fees

- 1.3.1 Refunds for entire team's registration fees, less administration charges of \$25 per player and any capitation/insurance costs, may only be refunded upon written application from Club Secretaries or nominated contact person, provided the team or players have not previously taken the court in grading or fixture matches.
- 1.3.2 Refunds of player registration fees, less administration charges of \$25 and any capitation/insurance costs, may only be refunded upon written application from individual players provided the original player has not previously taken the court in grading or fixture matches. If the player has taken the court during grading or fixtures, then no refund will be provided.

1.4 Responsibilities and Duties

- 1.4.1 All Clubs associated with BNA will be required to support the Association which includes the following duties:
 - 1.4.1.1 Electing an Umpire Convenor to ensure that each team nominated by the Club can provide a person capable and qualified of umpiring at the same level as the nominated team for competition games. They are also responsible for ensuring these names are forwarded to the Umpire Convenor by the time stipulated.
 - 1.4.1.2 Ensuring their Club affiliation, registrations and financial obligations are fulfilled by the set deadlines.
 - 1.4.1.3 Provide suitable Club members to fulfill rostered duties as identified by the Games Desk and Administration. These include (but not limited to):
 - Canteen (3 responsible adults or players 16 years of age or older)
 - Umpiring (*refer to 2.3.9.1*)
 - GO Competition court set up and take down
 - Lock up (Tuesday and Wednesday night, Summer season only, 2 Club members to assist in the lock up of the Association after the final round and wait for Games Desk staff and leave together)
 - Club Carnival (Winter day season)
- 1.4.2 Clubs may pay a levy of \$50.00 per person per round of duties (maximum \$150 per round) should they not wish to supply 3 people to fulfil canteen duty; however, this must be advised in writing to the BNA Administration 7 days prior to the allocated round. Should no such advice or payment be received by the due date, Clubs must supply personnel as scheduled or will be issued with the fine (see 1.5.2).
- 1.4.3 If Clubs are unable to supply a suitable umpire, their Club Secretary in writing can request one be supplied by the Umpire Convenor at a cost of \$425 per season, per team.

1.5 Fines

- 1.5.1 Failure to fulfil rostered duties (including but not limited to umpiring, GO set up and lock up) will result in the offending Club being fined \$50.00 per person per round (exception being canteen).
- 1.5.2 Failure to supply personnel for canteen duty the offending Club will be fined \$100 per person, per round, totaling a maximum of \$300 per round.
- 1.5.3 Any Club playing an illegal or ineligible player (*refer to 2.2.3 Illegal or Ineligible Players*).
- 1.5.4 Any player disciplined three times in any one season or who has been sent off may be referred by the BNA Board to the Complaints Tribunal and if so they will be notified of a time to appear before a Tribunal for disciplinary action. Should the player be subsequently suspended, if a team plays a match with a suspended player, the game shall be forfeited to the opposing team with a further loss of 3 points and a fine of \$30.00 per illegal player.
- 1.5.5 Failure to fulfil rostered umpiring duties on without notice on game day will result in the offending Club being fined \$50.00 for the non-supply of the umpire, and \$40.00 for supply of the replacement pool umpire.

2.0 Fixture Rules and Procedures

2.1 Grading

- 2.1.1 Clubs are responsible for nominating via MyNetball the competition division in which they wish to enter for fixtures (Opens, Intermediate, Juniors or Go Competition) based on the age, strength and experience of the players in each nominating team.
- 2.1.2 Divisions for Winter Day and Summer Night Season fixtures:
 - Opens (15Yrs +)
 - Intermediate (12Yrs, 13Yrs & 14Yrs)
 - Juniors (10Yrs & 11Yrs) and
 - Go Competition (8Yrs & 9Yrs)
 - Age groups will be as of 31st December of each year and age cut offs will be distributed to Clubs as part of the affiliation pack.
 - Players in these age groups can play in a higher division at the discretion of their Club.
- 2.1.3 BNA reserves the right to determine all team divisions. Allocations are determined by the BNA's Competitions Director and can be based on the number of nominations received, team strength, past game results and experience of players. Clubs will be notified via their secretaries of the final placement for all teams after the appropriate grading meeting.
- 2.1.4 Grading is part of the fixture season and all teams are expected to play to the best of their ability.
- 2.1.5 Grading period is the first period of fixtures, usually four (4) weeks of fixtures in a Winter Day or Summer Night season competition. Matches are drawn against teams within the nominated division and other divisions to determine the appropriate division for all the competing teams. Cross-pooling will occur if deemed necessary by the Competitions Director.

- 2.1.5.1 Division 1 will have an alternate grading process should more/less than 6 suitable teams nominate (refer to 2.1.8).
- 2.1.6 Team results may be cross-checked against results from previous seasons if required to determine appropriate grade.
- 2.1.7 Clubs can *discuss* team grading and/or make *requests* about a team's grade or section by:
- Attending each season's grading/affiliation meeting when all teams are initially allocated to divisions, prior to the commencement of the season;
 - Attending the grading/affiliation meeting when all teams have completed the grading period;
 - Submitting a written request through the appropriate Club Secretary/nominated team contact who will contact the Head Games Convenor, during the grading period.
- 2.1.8 Final grading placement is at the discretion of the Competitions Director and Games Convenor.
- 2.1.9 Where teams are re-graded into another division after the grading period, all teams moved will recommence with the average number of points of the teams in the destination division. For and against points will revert to zero in this instance for every team remaining and moving into the destination division.
- 2.1.10 If there are no changes in a division, points gained and goals for and against will remain the same as at the end of the grading period with each team.

2.2 Playing

2.2.1 Registration Rules

- 2.2.1.1 The Competitions Director shall keep a record of all registrations via MyNetball, insurance records and late registration of all players registered within the current season
- 2.2.1.2 All registrations shall be completed via MyNetball by the player for their chosen Club affiliated with BNA.
- 2.2.1.3 Registrations after affiliation closing date shall be deemed as late registrations. All such late registrations must be completed through their Club via MyNetball before the player is able to take the court.
- 2.2.1.4 Boys are eligible to play up to the completion of the Summer Season that commences in the year they turn 12 years of age; however, they cannot play past 12 unless it is in a mixed or men's competition.
- 2.2.1.5 All players may play in a higher age group at the discretion of the individual Club except those playing in Go Competition who must remain in the Go Competition and are not permitted to play in a higher age group.
- 2.2.1.6 The Competitions Director or the Board of Directors reserves the right to request proof of age if deemed necessary. If a player is found to be playing out of age group refer to 2.2.3.2.

2.2.1.7 Minimum Age

A player's age on 31st December the current year will determine the age group

- Winter Day Season
 - Players aged 5 to 6 years may register and participate in the *Net* tier of the NetSetGO program run by the Association.
 - Players aged 7 to 8 years may register and participate in the *Set* tier of the NetSetGO program run by the Association.
 - Players aged 8 to 9 years may register with a Club and participate in the non-competitive GO competition.
 - Players aged 10 or 11 years may register with a Club and participate in the Junior competition or higher.
 - Players aged 12, 13 or 14 years may register with a Club and participate in the Intermediate competition or higher.
 - Players registered under the Net Set or GO tiers cannot play in any other BNA competition.
- Summer Night Season
 - Players aged 5 to 6 years must register and participate in the *Net* tier of the NetSetGo program run by the Association.
 - Players aged 7 years must register and participate in the *Set* tier of the NetSetGo program run by the Association.
 - Players aged 8 years can register and participate in the *Set* tier of the NetSetGo program run by the Association OR register with a Club and participate in a non-competitive GO competition.
 - Players aged 9 years must register with a Club and participate in the non-competitive GO competition.
 - Players aged 10 years can register with a Club and participate in the non-competitive GO competition OR register with a Club and participate in the *Junior* competition.
 - Players aged 11 years can register with a Club and participate in the Junior competition or higher.
 - Players aged 12, 13 or 14 years can register with a Club and participate in the *Intermediate* competition or higher
 - Players registered under the Net Set or GO tiers cannot play in another BNA competition.

2.2.2 Transfer

2.2.2.1

In the event of a transfer of a player from one team to another team in the same Club during the current season, the following shall apply:

- A player requesting a transfer to a team in a lower division than their original registered team MUST apply to the Competitions Director during the grading period and BEFORE the player has played a third game for their original team, with cause and reason.
- A player requesting a transfer to a team in a higher division than their original registered team may affect the transfer by playing in a higher division than their original registered team on three (3) occasions. Upon the third occasion of a player playing out of their original team, the player must transfer to a Club team in a higher division. Upon transfer,

they may continue to substitute for Club teams in higher divisions than the division they are then playing in, for a maximum of two (2) times before once again being required to transfer to a Club team in a higher division.

- A player requesting a transfer to a team in the same grade as their original registered team MUST apply during the grading season and remain in that team unless substituting for a Club team in a higher division, with cause and reason.

- 2.2.2.2 In the event of a transfer of a player from one Club to another during the current season, written application for permission shall be made to the Competitions Director by the player, the Club desiring them and the Club releasing them. The Competitions Director is responsible for granting clearances in the interests of the Association.
- 2.2.2.3 No player shall be granted more than one transfer during the competition season.
- 2.2.2.4 During the current season (grading period and fixtures) any player may play for a team with their Club in a higher division than their own registered team on a maximum of two (2) occasions and still be eligible to play in their registered team. Players who play out of their team on three (3) occasions must transfer to one of the Club teams they have filled in for from the higher division.
- 2.2.2.5 Should a team require a replacement player for a game within the GO Competition, they may use a player from another team within the same GO Competition. Players can transfer up from a lower GO Division with the approval of the parent/player, but cannot play down to a lower Division than their registered team.

2.2.3 Illegal or Ineligible Players

- 2.2.3.1 Any attempt to play an illegal/ineligible player during the current season (grading period and fixtures) shall result in the game being forfeited by the offending team and a further loss of three (3) points and a team fine of \$30.00 per illegal player.
- 2.2.3.2 An illegal player is one who:
- Is a player who is not registered in the relevant competition at the Association
 - Is a player playing under an assumed name
 - Is currently under suspension
 - GO player outside the GO tier of NetSetGo
- 2.2.3.3 An ineligible player is one who:
- Plays for another team from the same Club in a lower grade than their registered team.
 - Plays for another team from the same Club in the same grade as their registered team.
 - Plays for another team from a different Club (with the exception of GO players, see Rule 2.2.2.5).
 - Failed to provide proof of age when requested by the Board of Directors or Competitions Director.

2.3 Conduct of Matches

2.3.1 Competition Rules

The rules shall be those of the AANA Official Rule book and the BNA domestic rules.

2.3.2 Duration of Play

2.3.2.1 Winter Day Competition

- Fixture matches shall consist of 4 x 15 minutes with intervals of 3, 5, 3 minutes' duration for Junior, Intermediate and Open games.
- Go Competition or reduced length matches shall consist of 4 x 10 minutes with intervals of 2, 3, 2 minutes' duration.

2.3.2.2 Summer Competition

- Fixture matches shall consist of 4 x 15 minutes with intervals of 3, 5, 3 minutes' duration for Junior, Intermediate and Opens games.
- Go Competition or reduced length matches shall consist of 4 x 10 minutes with intervals of 2, 3, 2 minutes' duration.

2.3.2.3 At the start of a round a maximum of five (5) minutes shall be allowed for at least five (5) players of a team to arrive. The umpires will instruct time to be kept by the timekeeper. If at the end of this time, there are fewer than five (5) players present, the game shall be awarded to the non-offending team.

2.3.2.4 Game start times may be delayed should a team be awaiting the arrival of any team member engaged in official BNA duties.

2.3.2.5 When extra time is required to determine a result please refer 2.3.5.7 Finals for explanation of interchange players and time allowed for breaks in play.

2.3.2.6 The Board of Directors reserves the right to schedule rounds based on the needs of the Association and the impact on their resources.

2.3.3 Scorecard

2.3.3.1 Scorecards will be available 30 minutes prior to the round from the clubhouse.

2.3.3.2 Scoring is part of the official bench's duties, (*refer to 2.3.8 Officials Bench and Appendix - How to Score*) for more detail see How to Score cards attached to the board each week.

2.3.3.3 The scorecards result as identified within the shooting attempts and goals are final and confirmed by the Games Desk at the end of each round.

2.3.3.4 Sample signatures must be provided before any player takes the court, on the first round of scorecard there will be a team signature card that must be filled out and returned to the Games Desk before the start of round 1. If a player is absent or is a late registration, they are to present to the Games Desk before their first game to provide a sample signature.

2.3.3.5 Failure by a player to supply a specimen signature by the third fixture match in which that player plays will result in a loss of one fixture point per match that that player plays.

- 2.3.3.6 Players are required to sign their name against the appropriate position on the scorecard in each game they participate in. Failure to sign the official scorecard will result in the individual player(s) not being recorded as having played that game and may result in a loss of 1 competition point per player.
- 2.3.3.7 When a player from a lower division fills in for a Club team in a higher division, they must sign the scorecard. They must also indicate their current registered team and division. Failure to do so may result in the team losing one competition point per fill in player.
- 2.3.3.8 Infringement notices will be emailed to the Club Secretary (and the coach if they have identified themselves on the team signature form). If action is required then this must be attended to before the next round that player plays.

2.3.4 Points

- 2.3.4.1 Competition points are awarded as follows:
- 3 points – Win
 - 1 Point – Loss
 - 2 Points – Draw
 - 2 Points - Bye
 - 0 Points – Loss on Forfeit
 - 3 points – Win on forfeit

- 2.3.4.2 In the event of teams ending the season on equal competition points, semi-final positions will be determined by the highest for and against percentage. Calculated by 'goals for' divided by 'goals against' multiplied by 100.

2.3.5 Finals

- 2.3.5.1 Winter: After fixtures, semi-finals, preliminary finals and grand finals shall be played as follows according to the ladder:

1 v 2 (First Semi-final)

Winner of first semi-final progresses directly to the Grand Final

3 v 4 (Second Semi-final)

Loser of first semi-final v Winner of second semi-final (Preliminary Final)

Winner of preliminary final v Winner of first semi-final (Grand Final)

Summer: After fixtures, semi-finals and grand finals shall be played as the follows according to the ladder: -

1 v 4 (First Semi-Final)

Winner of first semi-final progresses directly to the Grand Final the following Week

2 v 3 (Second Semi-Final)

Winner of second semi-final progresses directly to the Grand Final the following week

- 2.3.5.2 In all competitions all players in semi-finals, preliminary finals and grand finals, must have played at least five (5) fixture matches with their Club as per BNA attendance records.
- 2.3.5.3 A team can borrow a registered player from the same Club in a lower grade as per 2.2.2.1 *Transfer*
- 2.3.5.4 Finals draw will be advised to Clubs as soon as determined by the Competitions Director and Board.
- 2.3.5.5 Regardless of fixture times throughout the season, teams can be scheduled to play at any time during finals.
- 2.3.5.6 In the event that semi and prelim final games are unable to be completed for any reason and there are no wet weather rounds available the top two placed teams as per the final ladder placement will move forward into the grand final.
- 2.3.5.7 Grand final games postponed due to weather (either during the final series or on the day) may be played on an alternative day and time as decided on by the Board.
- 2.3.5.8 In the event of a draw in any final round the follow process will occur for extra time:
- After a 4-minute interval the teams shall change ends and play two seven (7) minute halves, changing ends at a one-minute interval at half time.
 - Substitutions and interchanges may be made before the start of extra time and during the half time break in extra time only.
 - In the event of a tie remaining at the end of extra time play will continue without a break until one team gains a two-goal advantage at which time the scorer will indicate the majority to the umpires who will then declare the match.
- 2.3.5.9 Should any team play an ineligible or illegal player (*refer 2.2.3 Illegal or Ineligible Players*) during the finals series, that team will lose the game on a forfeit and will be eliminated from the finals competition. Should such an event occur, the next placed team in the competition will be elevated to the finals series, if appropriate.

2.3.6 Team Composition

- 2.3.6.1 A team may not commence a game with fewer than five (5) players, three (3) of whom must be their own registered team players. Other Club players in lower divisions may be used to make up a team.
- 2.3.6.2 In the event of a team commencing a game without seven players, any late players shall be allowed to take the positions vacant on the court after their signatures have been added to the official score card, and after the play in progress has resulted in goal, and on recognition by the umpires. If a team only fields five or six players, they must indicate on the official score card the players who did not take the court.
- 2.3.6.3 Players may change their positions at intervals or at injury time.

- 2.3.6.4 If a player is playing up out of their registered team, they must continue and cannot be replaced on the arrival of late player/s, except as provided under the interchange rule (AANA rule 9.1.ii) or injured player rule (AANA rule 9.3.1.vii)
- 2.3.6.5 Mixed competitions:
- A "mixed team" shall comprise:
 - a minimum of one (1) male player on court.
 - a maximum of one (1) male per third is allowed – i.e. one (1) only as either GS or GA (attacking third), one (1) only as either WA, C or WD (centre third), and one (1) only as either GD or GK (defensive third only).

2.3.7 Forfeits

- 2.3.7.1 If a team intends to forfeit their match, it is the responsibility of the Club Secretary or nominated team contact of the forfeiting team to notify the Association (gamesdesk@brisbanenetball.org.au and admin@brisbanenetball.org.au) as soon as possible during office hours. After hours Club secretaries or nominated team contact should call the Games Desk and speak to an official.
- 2.3.7.2 A game shall be forfeited unless both teams take the court at the scheduled starting time (AANA 5-minute rule, and BNA official duties rule excepted.) Any team who fails to give notification of their forfeit may lose a further three (3) competition points.
- 2.3.7.3 In the case of a team who advised their intention to forfeit a game for a specific round and the game is subsequently postponed due to wet weather, then the notice of intention to forfeit will no longer be valid. Such teams will be eligible to play in the rescheduled match.
- 2.3.7.4 All players registered with a team that wins on a forfeit will be deemed to have played in that fixture
- 2.3.7.5 Both the team that wins on forfeit and the team that forfeits a match are still required to fulfil all duties (including umpiring, canteen, lock-up or NetSetGO hoops as scheduled) for that fixture round unless notified by a BNA Official.
- 2.3.7.6 Winter: In the case of a forfeit in finals the following will apply:
- First semi-final – recorded as a loss on forfeit and will be eligible to play in the preliminary final.
 - Second semi-final – recorded as a loss on forfeit and team will be eliminated from the finals competition.
 - Preliminary Finals: Will be recorded as a loss on forfeit and team will be eliminated from the finals competition.
 - Grand Finals: Will be recorded as a loss on forfeit and team will be eliminated from the finals competition. If the forfeit is received prior to the day of the grand final then the loser of the preliminary final will then be elevated to the grand final. If notice is not provided prior to the grand final day then the non-forfeiting team will be awarded the premiership.

Summer: In the case of a forfeit in finals the following will apply:

- First semi-final – recorded as a loss on forfeit and team will be eliminated from the finals competition.
- Second semi-final – recorded as a loss on forfeit and team will be eliminated from the finals competition.
- Grand Finals - Will be recorded as a loss on forfeit and team will be eliminated from the finals competition. If the forfeit is received prior to the day of the grand final then the loser of the second semi-final (2nd v 3rd) will then be elevated to the grand final. If notice is not provided prior to the grand final day then the non-forfeiting team will be awarded the premiership.

2.3.8 Officials Bench

- 2.3.8.1 Each team is required to supply a suitable responsible official – no younger than 16 years old. The officials' bench is to remain impartial throughout the match and therefore is not to coach, cheer or call out to a team on court while in this role.
- 2.3.8.2 They are to sit/stand together for the duration of the match and complete the scoring and timing duties. For failure to supply a suitable official the Club team will be required to sit one player off court to perform such duties unless agreement is reached between opposing teams for one team to undertake both duties, this removes the option for the team without an official to challenge or make a complaint about the final result.
- 2.3.8.3 Scorecards are to be completed in pen.
- 2.3.8.4 Timing should be done using either a timer or a mobile phone in flight mode.
- 2.3.8.5 For all matches, one scorer and one timekeeper shall be named, with the timekeeper acting as the second scorer. The team listed first on the scoreboard is primary scorer and the team listed second is the primary timer. It is the responsibility of both these officials to support each other in these roles.
- 2.3.8.6 Scorer's are required to record the goals missed by circles 'O' and goals scored by lines 'I', and to record the center pass on the official scorecard (*refer to appendix for a sample scorecard*).
- 2.3.8.7 Bench officials must sign the official scorecard after the match and confirm that their team has also signed. Scorecards must be returned by the team captain of the winning team to the Games Desk as soon as possible. Should there be a dispute of the result, both officials are required to bring the scorecard to the games desk to seek clarification.
- 2.3.8.8 Coaches are to remain within the coaches' box for the duration of the quarters. If a coach is out of the box, umpires have the right to ask them to stand back in the box. If they refuse it is the same as inappropriate behaviour and the umpire may call for an Official to attend to the matter.
- 2.3.8.9 Coaches are not permitted to change their position mid-game without notifying and obtaining the approval of the umpires. Nor are they permitted to walk up and down the side line at any stage during the game, with the exception to GO Competition playing modified rules.

- 2.3.8.10 Coaches and managers are asked to present themselves at nail check with their team to support umpires in their identification of team officials.
- 2.3.8.11 Should a draw occur at the conclusion of a finals game (semi, prelim or grand) then the Competitions Director or delegate must be called in to confirm the score side line before continuing with the match.

2.3.9 Umpires

- 2.3.9.1 It will be the responsibility of the Club Umpire Convenor to ensure that a competent and qualified umpire is available for all allocated matches.
- 2.3.9.2 Umpires are to sign in 15 minutes prior to the start of their game and present themselves at the court 10 minutes before the start time to check court and players before play. Except for Finals, where they are to sign in 30 minutes prior to the start of the game.
- 2.3.9.3 Umpires are expected to be together and available during breaks for captains to speak to if required. In the middle of court is preferable however dependent on the weather they may seek shelter.
- 2.3.9.4 Umpires are to wear predominately white when they are umpiring. Exceptions include: finals all umpires are to wear complete white and umpires playing in another round may wear a white shirt over their playing uniform to show neutrality.
- 2.3.9.5 It is the responsibility of the umpires to check uniform, I.D bibs, jewellery and fingernail checks prior to the start of any game.
- 2.3.9.6 Umpires shall have authority to discipline by way of warnings or removal from the court any player whose behaviour is unacceptable and/or when normal penalties covered by the rules of the game may be inadequate. Such warnings and/or other actions must be recorded in the Umpires Incident Book located in the Games Desk.
- 2.3.9.7 Umpires shall have authority to caution sideline spectators/officials, should their behavior breach codes of conduct.
- 2.3.9.8 From time to time the Umpires' Convenor/s may call a special rules talk for all registered players when new rules are introduced by the All Australia Netball Association or as deemed necessary.
- 2.3.9.9 At the beginning of each season, all umpires will be required to attend a mandatory umpire meeting where attendance will be recorded. Failure to attend or meet with the Umpire Convenor at an alternate time may result in being ineligible to umpire for that season. Each umpire's MyNetball ID number must also be supplied at this meeting.

2.4 Wet Weather Procedure

- 2.4.1 The Association will decide where possible ONE (1) hour prior to the first match of the day or night, whether the courts are playable or not. In the case of sudden weather changes just prior to commencement of play, the Association will make a

decision as soon as practical if the conditions are deemed unsafe to the players, spectators and officials as to whether the game will continue or be cancelled.

- 2.4.2 Once play has commenced, the Competitions Director or their delegate will decide whether play will continue in the event of wet weather. In the event that the match commences and is cancelled after half time, then the current score when the game is cancelled will stand and points will be awarded accordingly.
- 2.4.3 In the event that a game has started and is called off before half time this round will be considered a wash out and be replayed during the wet weather round if available.
- 2.4.3 Only partial cancellations of rounds will be replayed on the allocated 'wet weather' day or night. In some cases, games may be played as split rounds on allocated 'wet weather' nights to avoid a crossover of seasons. If there are no other 'wet weather' rounds available the Board reserves the right to determine if games will be played on another night or cancelled completely and points split evenly between teams.
- 2.4.4 In the event of inclement weather during the final's series in any season, the Competitions Director may extend the season to play finals in the best possible conditions.
- 2.4.5 All players registered with a team when wet weather games are not able to be rescheduled will be deemed to have played in that fixture.
- 2.4.6 If some teams within a division play fewer fixtures than other teams due to washed out rounds unable to be rescheduled, then the missed games will be awarded bye points and have the average for and against points of the completed games within their division awarded to them. Should an entire division's games be washed out, all games will be rewarded bye points.

2.5 Reports and Appeals

- 2.5.1 Any player/official acting outside their code of conduct may be referred to the Complaints Tribunal by the BNA Board and penalties may apply.
- 2.5.2 If a player is sent from the court, a written report by the umpires must be submitted to the Umpire's Convenor upon the completion of game.
- 2.5.3 No complaint will be investigated or resolved at the Games Desk at any time, but they will be accepted with the exception of scoring issues.
- 2.5.4 Right of Appeal – As per our Complaint Policy.
- 2.5.5 Any protests and complaints about a game or appeal are to be lodged in writing within 72 hours of the event in question, and signed by a Club Secretary. All such correspondence must be addressed to the appropriate BNA Board member, stating clearly the protest or complaint, and the details of the Clubs, teams, and/or individuals and events concerned. Any correspondence that does not comply will not be considered.

- 2.5.6 Where a team considers it has been unjustly deprived of points from a match, a written request for the Competitions Director to review the decision must be made in writing through the Club Secretary or nominated team contact within 72 hours of receipt of the notice advising the Club of the loss of competition points. Such requests will only be considered if submitted in writing by the Club Secretary to admin@brisbanenetball.org.au.
- 2.5.7 The Board has the discretionary power to receive complaints and protests from anyone and refer such complaints/protests to the Complaints Tribunal for its consideration/hearing or investigation after the stipulated 72 hour deadline. Such referral shall be received and heard or investigated by the Complaints Tribunal if deemed appropriate by the BNA Board.
- 2.5.8 Decisions made by the Board of Directors are final and no appeals will be considered.

3 BNA Domestic Rules

The Association reserves the right to permit deviations from the AANA Rules of Play as it sees fit. These deviations shall be known as Domestic Rules. Any domestic rules not followed will incur a penalty as per *1.5 Fines*.

- 3.1 Fingernails may be taped with an approved soft tape such as Micropore (available from canteen), or approved netball gloves may be worn.
- 3.2 No jewellery except a flat wedding band may be worn. If a wedding band is worn, it must be taped. NOTE: If gloves are worn, they must be removed for the umpires to check that only a wedding band is worn. Raised engagement or other rings are not permitted. ALL earrings, piercings, nose rings, anklets, bracelets etc. must be removed prior to play; they are not permitted to be taped.
- 3.3 The chewing of gum whilst playing will not be permitted.
- 3.4 Each team may use their own ball for half of the game providing the umpire has assessed and approved its suitability for use in a fixture. All balls must be regulation size and weight and correctly inflated. The GO Competition shall use a Size 4 ball. Teams playing from Junior to Open Divisions shall use a Size 5 ball.
- 3.5 In the event of cold weather, tracksuits/jumpers may be worn provided they are free of zips, buttons or other hard objects and are close in colour to Club uniform, black or white. Bibs must be worn over the tracksuit or jumper and team skirts must be worn over tracksuit pants or leggings.
- 3.6 Any items of apparel (for example socks and/or compression garments) must be white, black or the predominant colour of the team uniform.
- 3.7 Hard headbands are allowed provided they are combed.
- 3.8 The umpire who wins the toss for ends may nominate their preferred end to control.
- 3.9 Teams may wear non-uniform bibs if they are playing another Club team or team with similar coloured uniforms.

3.10 No spectators or players are to be positioned between courts 1 & 2 and 3 & 4; this includes water bottles, bags and any other piece of playing equipment. Only coaches and umpires are permitted in this area.

3.11 No raffles or other fundraising other than Association raffles and fundraising are to be conducted on Association grounds without prior approval of the Board of Directors.

4 Alteration to the Games Rules

The Board of Directors by simple majority, or the Association in General meeting by two-thirds majority, may from time to time make, amend, or repeal Games Rules, not inconsistent with the Rules of the Association, for the internal management of the Association.

5 BNA Policies and Procedures

POLICY	
Part A	Codes of Behaviour
Part B	Child Protection
Part C	Anti-Discrimination
Part D	Pregnancy
Part E	Gender Identity
Part F	Cyber safety and Social Media
Part G	Complaint Handling
Part C	Anti-Discrimination Process
Part H	Reporting requirements
Part I	Photography
Part J	Adverse Weather Conditions
Part K	Return to Play
Part L	Smoking
Part M	First Aid
Part N	Representative Team Selection
Part O	Financial Assistance for Representative Players
Part P	Junior Player Progression Policy
All policies are available for access at www.brisbanenetball.org.au	


6 Definitions

AANA Rules	All Australia Netball Association (Inc) Official Rules of Netball (Incorporating the Playing Rules of the International Federation of Netball Associations)
Brisbane Netball Association Inc (BNA)	An Incorporated Association managed by Board of Directors responsible for the day to day running and long-term growth and development of the Association.
BNA Domestic Rules	Rules developed by the Board of Directors in conjunction with member Clubs to ensure the smooth running of Competitions and Carnivals.
Board of Directors	Those elected individuals who carry out the requirements of the BNA Constitution.
Affiliation	A process by which Clubs nominate teams in Divisions, register players and provide details to BNA by required dates.
Adverse Weather	Weather deemed to be unsafe for players, officials and umpires.
All weather courts	Court surface that allows for games to be played when wet.
Appeals	An application to the Board for a decision to be reversed
Conduct	As per official AANA Rules and BNA Domestic Rules
Coach	A person appointed by the Club who gives direction, instruction and training of the operations of a netball team or of individual sportspeople.
Competitions Director	Member of the Board as elected at the AGM
Competition Points	Win 3 points Draw 2 points Loss 1 point Win by Forfeit 3 points Loss by Forfeit 0 points
Cross Pooling	A process throughout grading whereby teams of similar results are played against each other in a division 1 level either side to determine appropriate division.
Divisions	Grades set by the BNA Board of Directors – currently Go (U10s), Juniors, Intermediate and Opens
Duties	Requirements as set by the BNA Board of Directors to assist in the smooth running of the BNA. Most duties are volunteer based.
Eligibility	Meet the Association requirements to qualify to participate.
Financial Requirements	All Clubs are responsible for ensuring the financial eligibility of their registered players. For insurance purposes, all Clubs need to ensure players registration fees are fully paid prior to them taking the court in their first fixture.
Forfeit	The cancellation (and loss) of a competition game by one team to its opponent.
Games Convenor	Person responsible for the smooth operation of fixtures.
Games Desk	Customer Service centre at BNA which is open during fixture times for enquiries, information and lodging written reports or complaints.
Grading	All players from Go competition, Juniors, Inters and Opens are required to take part in physical grading over the first 4 weeks of fixtures. Teams may or may not play each other once during this period.

Grading - Teams	Teams are nominated by Clubs into specific Divisions prior to initial Grading meeting. Team allocations into Divisions are finalised after the grading period.
Head to Head	The direct competition between two teams on court.
Non-playing Member	A coach, Club committee member, umpire or any other person undertaking official Club or Association duties that is not registered in that calendar year as a player. Non-playing members (coach, umpire or other non-playing member) must be registered with Netball Qld each year for insurance purposes.
Official	A coach, team manager, committee member, umpire or any other person undertaking official Club or Association duties.
Player Registration	All players entered into a QLD netball competition must show as being registered with Netball Queensland and be financial prior to taking the court for the first fixture match.
Protest or Complaint	A statement or action expressing disapproval of or objection to something
Refund	A repayment of a sum of money.
Regrading	To grade again
Registration	A player or a non-playing member, committee member, coach, or umpire whose registration details are entered into MyNetball database by the Club's Registrar for that calendar year.
Signature	The identification that is used by a player to sign the affiliation sheet and the scorecard each time the player takes the court. A player's signature must be the same from week to week.
Special Permission Player	Permission granted by the Board
Split Round	Where it is necessary to play 2 teams in the one fixture round. A split round is counted as 2 separate games. Points are allocated for a win, loss, draw or forfeit in each game. Players playing up must be aware that each game in a split round is counted as 2 separate games.
Summer Night Season Competition	Fixtures that are run from October – February each year on a Tuesday and a Wednesday night.
Team Manager	The person responsible for the smooth day to day management of the team as appointed by a Club. Team Managers are non-playing members.
Transfer of Player	A player moving between teams within the same Club, or a player moving between Clubs within the Association in the current competition season.
Uniform	A team's playing outfit. Defined in writing by the Club Secretary at the beginning of each season on the Club Contact Sheet.
Wet Weather	Rain, hail, lightning or storm activity.
Winter Day Season Competition	Fixtures that are run from March to September each year on a Saturday.
Winter Night Season Competition	Fixtures that are run from March to September each year on a Wednesday night.

7 Appendix

How to score



Brisbane Netball Association

See below for umpire name. This space blank.

Grade: Division 1		Date: 20 May 2017		Time: 02:40 PM		Court: Court 01			
Round: 1				Team Names Pre-populates					
Team: 1		Team: 2		Team names Pre-populates					
Players Name:		Signature:		Players Name:		Signature:			
<div style="background-color: #f0f0f0; padding: 5px;"> Player names will pre-populate. Players must sign next to their name in the same way as the registration card. SEE OVER ON WHAT TO DO FOR ABSENT PLAYERS, COACH AND MANAGERS </div>		<div style="background-color: #f0f0f0; padding: 5px; text-align: center;">Sign Here</div>		<div style="background-color: #f0f0f0; padding: 5px;"> Player names will pre-populate. Players must sign next to their name in the same way as the registration card. SEE OVER ON WHAT TO DO FOR ABSENT PLAYERS, COACH AND MANAGERS </div>		<div style="background-color: #f0f0f0; padding: 5px; text-align: center;">Sign Here</div>			
Sub Manager: Court, Netty		Team: Inter 1		Signature:		Signature:			
				Players playing up from lower grades sign here					

Centre Passes

Keep Track of Centre Passes Here									

Goals Scored [1] Goals Missed [.]

QTR Total		QTR Total		Injury Time	
GS		GS			
GA		GA			
GS		GS			
GA		GA			
GS		GA			
GA		GS			
GS		GA			
GA		GS			

Track Goals Here (1 = goal, 0 = miss)
 DO NOT USE TICKS, CROSSES or DOTS

TOTAL GOALS Write final score here TOTAL GOALS

Progression Score

<div style="background-color: #f0f0f0; padding: 2px;">Put a line through the number as each team scores</div>										<div style="background-color: #f0f0f0; padding: 2px;">Put a line through the number as each team scores</div>									
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20										1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20									
21 22 23 24 25 26 27 28 29 30										21 22 23 24 25 26 27 28 29 30									
41 42 43 44 45 46 47 48 49 50										41 42 43 44 45 46 47 48 49 50									
61 62 63 64 65 66 67 68 69 70										61 62 63 64 65 66 67 68 69 70									

Scorer:		Signature:		Scorer:		Signature:	
Umpire:		Signature:		Umpire:		Signature:	
Print Names		Sign		Print Names		Sign	

Best and Fairest players are not required.