

Hamilton City Netball Centre

2019 Competitions Structure & Regulations

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Contents

Open Grade Dates.....	3
Secondary Dates	3
Intermediate Dates	4
Competition Format.....	4
Indoor Premier League	4
Thursday Open Grade Competition	4
Saturday Open Grade Competition	5
Secondary Monday Night Premier and Development Grade	5
Secondary Saturday Competition	5
Intermediate Saturday Competition.....	6
Competition Information	6
General Competition Information	6
Competition Points & Results (For all Competitions)	6
Grading & Promotion/Relegation Procedures.....	7
Provision of scorers.....	7
Team Bench Area	8
Game Requests	8
Location.....	9
Cancellations.....	9
Forfeits and Defaults.....	9
Refunds and Withdrawals.....	9
Prize Giving and Trophies.....	10
Competition Rules.....	11
Team Registrations (This section will be amended as our online system is amended).	11
Team Rankings/Naming.....	11
Player Registration & Eligibility.....	11
Dress Code	14
Umpires and Umpire Duty	14
Administration	16
Fees	16
Fines.....	16
Failure to take court within 3 minutes.....	16
Game Defaults	16
Game Forfeits.....	16
Court Hireage.....	17

Disciplinary/ Incident Process and Consequences..... 18
Definitions..... 19

Open Grade Dates

Competition	Dates	No Play Dates	Game Times	Entry Fee/Team	Registration Close
Pre-Season Tournament	March: 30th		8:30am-4:30pm	\$70	March 16th
Thursday Indoor Premier	April: 4, 11, 18, May: 2, 9, 16, 23, 30 June: 6, 13, 20, 27 July: 4, 25 August: 1, 8, 15	April: 25 July: 11, 18	6:30pm 7:50pm	Club: \$1300 Secondary : \$ 1100	March 14th
Saturday Open Grade	April: 6, 13, 27 May: 4, 11, 18, 25 June: 8, 15, 22, 29 July: 6, 20, 27 August: 3, 10, 17	April: 20 June: 1 July: 13	12:30pm 1:30pm 2:30pm 3:30pm 4:30pm	Club: \$1100 Secondary : \$900	March 14th
Thursday Outdoor	April: 4, 11, 18 May: 2, 9, 16, 23, 30 June: 6, 13, 20, 27 July: 4, 25	April 25 July:11, 18	6:30pm	Club: \$800 Secondary : \$400	March 14th

Secondary Dates

Competition	Dates	No Play Dates	Game Times	Entry Fee/Team	Registration Close
Secondary Tournament	June: 16th		8am-4:30pm	\$50	May 24th
Monday League	April 28* May: 6, 13, 20, 27 June 10	June 3	6:15pm	\$90	April 12th
Secondary Saturday	May: 4, 11, 18, 25 June: 8, 15, 22, 29 July: 6, 27 August: 3, 10, 17, 24	June: 1 July: 13, 20	10:30am 11:30am 12:30pm 1:30pm	\$500	April 12th

* April 28th will be a grading day for the Monday League. Teams will play two 40 minute games.

Intermediate Dates

Competition	Dates	No Play Dates	Game Times	Entry Fee/Team	Registration Close
Intermediate Tournament	June: 16th		8am-4:30pm	\$50	May 24th
Intermediate Saturday	May: 11, 18, 25			\$400	April 12th
	June: 8, 15, 22, 29	June: 1	8:30am		
	July: 6, 27	July: 13, 20	9:30am		
	August: 3,10, 17, 24, 31		10:30am		

Competition Format

Indoor Premier League

- a. Registration: Invite Only
 - a. 2019-Top teams that played in 2018 Indoor Premier League will be invited and top Club and Secondary teams from Open Grade will be invited based on ladder results from the 2018 Premier Open Grade Competition. Goal is to have top 8 Club teams and top 4 Secondary teams in the competition.
- b. Game Times: 6:30pm & 7:50pm
- c. Length of Competition: 17 weeks
- d. Grading:
 - a. None: Use results from 2018 Indoor League and Open Grade competition to seed competition.
- e. 3 Rounds of round robin play with 2 weeks for Championship Play:
 - a. 1st Round: 5 week
 - b. 2nd Round: 5 Weeks
 - c. 3rd Round (Championship Round): 5 weeks and will be used to seed Semi and Finals.
 - d. Promotion/Relegation¹ will happen at the end of the first two rounds.
 - e. **Championship Play** (2 weeks- Semi Final/Finals):
 - i. Top 4 Club Teams, Bottom 4 Club Teams, 4 Secondary Teams
 - ii. All teams must participate in Semi Finals and Finals
 - iii. Top 4 Club teams will be playing for Championship (1-4). Bottom 4 Club teams will be playing for placing for following year and to stay in indoor competition. The 4 Secondary teams will be playing for placing the following year and to stay in the indoor competition.
 - iv. The Club team that places in 8th position and Secondary team that places 4th will only be invited back into the competition if top teams from Saturday OG and Secondary competition decline offer to participate in Indoor League.

Thursday Open Grade Competition

- a. Registration: Open to Club teams and Secondary teams.
- b. Game Times: 6:30pm
- c. Length of Competition: 17 weeks

¹ Promotion/Relegation guidelines are outlined in Section III (Grading & Promotion/Relegation Procedures)

- d. Promotion/Relegation occurs after 1st round of play.
- e. Grading²:
 - a. Pools of 4 based off prior year's results and/or grade level submitted with registration.
 - b. 3 weeks of Round Robin play.
- f. 3 Rounds of round robin play with 2 weeks of Championship Play
 - a. 1st round: 3 weeks with pools of 4
 - b. 2nd round: 7 weeks with pools of 8
 - c. 3rd Championship Round: 3 weeks with pools of 4
 - d. Finals
- g. Finals: Only teams in Championship game will play in the final round.

Saturday Open Grade Competition

- a. Registration: Open to all Club teams and Secondary teams.
- b. Game Times: 12:30pm, 1:30pm, 2:30pm, 3:30pm, 4:30pm
- c. Length of time: 17 weeks
- d. Grading:
 - a. Pools of 4 based off prior year's results and/or grade level submitted with registration.
 - b. 3 weeks of round robin play
- e. 2 Rounds of round robin play and 2 weeks of Championship play.
 - a. 1st round: 5 weeks
 - b. 2nd round: 7 weeks
 - c. 3rd round: Semi/Finals (Additional 2 weeks)
- d. Promotion/Relegation occurs after 1st round of play
- e. Finals: All teams will play in the final day regardless if in the Championship game.

Secondary Monday Night Premier and Development Grade

- a. Registration: Open to all Premier Grade/Development/ Yr 10 Secondary teams
- b. Length of Competition: 5 weeks
- c. Game Time: 6:15pm
- d. Grading:
 - a. 2 (40 minute) games prior to competition
- e. 1 round of round robin play with finals included in round.
 - a. 5 weeks with finals included.

Secondary Saturday Competition

- a. Registration: Open to all Secondary teams or Secondary players enrolled in a secondary school wanting to create a team.
- b. Game Times: 10:30am, 11:30am, 12:30pm, 1:30pm
- c. Length of Competition: 14 weeks
- d. Grading: Grading will be determined closer to the season start dates due to the development and implementation of a new competition program.
- e. One round of round robin play and 2 weeks of Championship play.
 - a. 1st Round: 7 weeks with pools of 8
 - b. Championship play: 2 weeks of Semi Final/Finals
- f. Finals: All teams will play on final day.

² Grading guidelines are outlined in Section III (Grading & Promotion/Relegation Procedures)

Intermediate Saturday Competition

- a. Registration: Open to all Intermediate school teams or intermediate players wanting to create a team.
- b. Length of Competition: 14 weeks
- c. Game Times: 8:30am, 9:30am, 10:30am
- d. Grading: Grading will be determined closer to the season start dates due to the development and implementation of a new competition program
- e. One round with 2 additional weeks for Championship play.
 - a. 1st round: 7 weeks with pools of 8
 - b. Championship play: 2 weeks- Semi Finals/Finals
- g. Finals: All teams will play on finals day regardless if playing in Championship game.

Competition Information

Major Competition Information

- a. Game Lengths and breaks

Grade	Game Length	Quarter Length	Breaks
Indoor Premier	60 min	15 min	3 min, 3 min, 3 min
All other Grades	40 min	10 min	2 min, 3 min, 2 min

- b. Timing of Matches

- a. Except for the timing of Indoor Premier Games, timing of matches is generally undertaken from the HCNC Tower with the start and finish times of each quarter signified by a central bell/hooter. Timing for Premier games is to be undertaken by an official timekeeper.
- b. All other games should start on the central bell.
- c. Where a game does not start on the starting bell due to the umpires being late to the game:
 - a. For Premier games, the game shall start as soon as the umpires are present on the court and every effort should be made to play the full 60 minutes.
 - b. For all other games, the game should start as soon as the umpires are present on the court, but no extra time shall be played past the end of the quarter indicated by the central bell.

- c. Stoppages

- a. Only Premier Indoor League will follow International Rules process for stoppages. No rolling subs.

Competition Points & Results (For all Competitions)

Win	3 points
Draw	2 points
Loss by 3 points or less in 40 minute games	1 point to losing team
Loss by 5 points or less in 60 minute games	1 point to losing team
Loss by more than 3 goals in 40 minute games	0
Loss by more than 5 goals in 60 minute games	0

Defaults/Forfeit Outdoor	-2 points and any applicable fine
Defaults/Forfeits Indoors	-5 points and any applicable fine
Failure to perform umpire duty	Applicable fine

- a. Ties:
- a. If two teams are tied at the end of pool play, the winner of the pool play game between the two teams concerned will be the pool winner.
 - b. If the teams drew their pool play game, or if more than two teams have the same number of points, the winner will be determined by goal ratio. (Calculation: “goals for” divided by “goals against”).
 - c. If teams are still equal, the teams to have scored the most goals in pool play will be declared the winner.
- b. Playoffs/ Championship Play:
- a. In any play-off to determine an overall Championship winner, no draw is permitted. If the score is level at full time, play will continue until one team has a two- goal advantage. This applies to all grades of competition.
- c. Results: All results and points are updated weekly on the Hamilton Centre Netball website at (www.netballhamilton.org.nz). Clubs and teams are responsible for notifying HCNC if there are errors. Any team wishing to question the results of games must do so in writing to **HCNC Events Staff** within 7 business days of the game. Errors identified after finalists or promoted/relegated teams have been notified will not be amended.

Grading & Promotion/Relegation Procedures

- a. Grading: At the end of each grading round, the following will be used to create pools for 1st round of competition
- a. Team’s placing in pool
 - b. Number of wins and losses
 - c. Number of points scored
 - d. Number of points scored against
 - e. Level of play noted in registration
- b. Promotion/Relegation Process: At the end of a round of competition, there is opportunity for teams to be moved into a higher or lower pool. Team movement may be made if HCNC Events Staff member believes it is in the best interest of teams and it will not disrupt competition. If next round of competition has started, no movement will be made.
- a. Move into Higher Pool: Only applies to top two teams in a pool.
 - b. A team may be moved if:
 - i. Team is beating all teams by large margins.
 - ii. Goals scored against is significantly less than any other team in their pool.
 - c. A team may be moved down if:
 - i. Team is losing every game by large margins.
 - ii. Goals scored against significantly more than any other team in their pool.

Provision of scorers

- a. All teams must provide a scorer for each scheduled game. The scores will decide who will be the main scorer for the game. The other team’s scorer will remain beside the scorer for the duration of the game to prevent disputes regarding the score.

- b. Unless there is evidence to the contrary that is satisfactory to HCNC, the official score will be the score on the scorecard.
- c. The scorer is to be situated in line with the centre circle so position is clear to umpires.
- d. The only exception to the above is Premier games where the score will be kept by official bench officials.

Team Bench Area

- a. These regulations apply to all grades:
 - a. All court side lines are to be clear of spectators, team gear/equipment and items, including but not limited to the following:
 - i. Bags, drink bottles, balls, prams/pushchairs, wheel chairs and/or other items needed for mobility, and umbrellas
- b. Indoor Competition
 - a. Team benches will be located on either side of the Bench Official's table.
 - b. Only registered players and team officials are permitted to sit at the team bench.
 - c. Spectators will be allowed to sit behind or at the side of team benches in designated areas. Teams have the right to request the removal of spectators near their bench at any time during their game.
- c. Outdoor Competition
 - a. Players and coaches must take up a bench position on the Northern Side of the court closest to the centre of the court. For Minogue Park, the Northern Side is deemed to be the left hand side, looking at the courts from the Registration Office.

Game Requests

- a. Two Game Requests/ Season
 - a. Teams may submit two game requests/season/team.
 - b. Game requests must be submitted with team registration. Even though game requests are submitted, they may not be accommodated if time requested is outside competition times or if they disrupt the schedule of other teams.
 - c. All game requests submitted after registration deadline will not be accommodated unless it falls under Exceptions.
- b. Exceptions
 - a. Game requests for school balls must be submitted **5 business days** prior to start of the competition round. HCNC Event team will do its best to accommodate this request. However, it may not be accommodated if moving games disrupt overall competition. Game requests for School Balls submitted after the start of the competition round, will not be accommodated. Please note if request is accommodated, teams will be given the earliest time for their competition. For example, if a team is in the Open Grade competition, it will be given a 12:30pm time slot.
 - b. If teams have three or more players who are unavailable due to HCNC netball **representative duty**, they may formally request a game change. All requests must be submitted in writing **15 business days** prior to the game in question.

Location

- a. All official games of the Centre shall be organised under the jurisdiction of the HCNC Events Staff and unless otherwise stated, shall be played at Minogue Park.

Cancellations

- a. HCNC Events staff reserves the right to cancel games due to poor weather conditions or other facility safety hazards.
- b. Cancellation information will be posted on social media and the HCNC website.

Forfeits and Defaults

- a. For all grades except Indoor Premier, the loss of two competition points and fines listed below will be imposed on teams defaulting in grading or regular round play.
 - a. Before 1pm the day prior to scheduled game: \$50
 - b. After 1pm the day prior to scheduled game or \$75
 - c. Teams defaulting in championship play (Semi Final/Final) will be fined \$250 regardless of when teams notify HCNC.
- b. Teams in the Indoor Premier Grade will fined of \$200. Additionally, five competition points will be deducted from their competition score.
- c. Teams in the Saturday and Thursday Open Grade and Secondary competition failing to provide a qualified Umpire at any time throughout the season on game day be fined the following fees:
 - a. 1st Offence: \$50
 - b. 2nd Offence: \$75
 - c. 3rd Offence: \$100
- d. Teams in the Saturday Open Grade and Saturday Secondary Competition failing to show for their assigned duty responsibilities will be fined the following:
 - a. 1st Offence: \$25
 - b. 2nd Offence: \$50
 - c. 3rd Offence: \$75
- e. Teams failing to take the court within 3 minutes of the start time will be fined \$50. .

Refunds and Withdrawals

- a. Teams withdrawing from competition will receive 100% refund if teams provide written notification at least **10 business days** prior to when the competition is due to start.
- b. Team will receive a 50% refund if teams provide written notification **7 business days** prior to the last day of grading. If there is no grading round, the first round of competition will be treated as the grading round. If teams have not paid registration fees, they will be expected to pay 50% of all registration fees.
- c. Teams will not receive a refund if they decide to pull out of the competition after the completion of grading round. If teams have not paid registration fees, they will be expected to pay 100% of all registration fees.

Prize Giving and Trophies

a. Winner's Circle

- a. After each final, both the Winners and Runner Ups, will be invited to the Winner's circle located on the court yard immediately after their game. If it is raining or the weather conditions are extremely poor, the Winner's Circle will be re-located to a space inside HCNC.
- b. Each team will be announced and be given prizes. Additionally, coaches/captains will be allowed to say a few words and individually honour their players.
- c. Pictures will be taken by a HCNC representative.

Competition Rules

Rules stated below and rules outlined in the International Rule Book, will be used for Intermediate, Secondary, Open Grade, Indoor Premier, and Minor Competitions. These rules may be varied by HCNC staff members but every effort will be taken to ensure changes are not made until after the 2019 season. If there are disputes on rules that are ambiguous, decisions will be made by HCNC staff members and will be made in the best interest of the competition.

Any matter or concern not outlined in this document relating to game rules or in the International Rule Book, will go to HCNC staff and/or Board via the Complaints Policies and Procedures. HCNC staff/Board will use HCNC Regulations, Constitution, and Netball New Zealand Constitution to resolve matter or concern.

Team Registrations (This section will be amended as our online system is implemented).

- a. Schools and clubs must register teams via online registration system.
- b. Teams who do not register using this system may not be included in the competition.
- c. To be eligible to participate in a Premier competition, clubs are required to have a minimum of two teams affiliated to their club. If the second team is not registered at HCNC, verification of the second team is required in writing from the club at the time of registration. If a player not registered with HCNC is played but belongs to the club, the unregistered player fee shall be paid.
- d. Game Day Registration (This will be updated as overall player/Team registration is developed with the new online registration system.)

Team Rankings/Naming

- a. Schools and clubs with multiple teams in one competition/grade, must rank teams from highest skilled to lowest skilled. Please use letters from A-Z. Teams with the letters at the start of the alphabet will be considered the highest skilled teams. . For example, if a school has 5 year 9 teams, please use the following system.
 - a. 9a, 9b , 9c, 9d, 9e
 - b. In the example above, 9a is the most skilled team and will be placed in a higher pool than other teams.
 - c. Teams can amend name, but will be required to use the letter system above. For example, the team 9a in the above example, could be called 9a Magic.
- b. Schools and clubs should make every effort to ensure teams are ranked by their ability. This will help make our competitions as competitive and enjoyable as possible.

Player Registration & Eligibility

- a. Number of Players on a team
 - a. The maximum number of players a team in Intermediate. Secondary, or Open Grade outdoor competitions may register at one time is 12. Players may be added to the team registration during the season until maximum number is achieved or until championship play commences.
 - b. The maximum number of players a team in the Indoor Premier League at any one time is (16). Players may be added to the team registration during the season until the maximum number is achieved or until championship play commences. **Note:** Only twelve players can be named for each game per INF rule book.

- c. Returning **Franchise** and **International** Players may only play in the top Premier grade.
- b. Major Competition Player Registration Deadlines
 - a. Players must be registered with teams before the commencement of competition play (after grading rounds). If competition does not have grading round, players must be registered within four weeks of the competition starting.
 - b. Only registered players can play in HCNC competitions.
 - c. HCNC Event Staff will conduct random checks of players registered to teams after the start of the second round of competition.
- c. Major Competition Player and Club Registration
 - a. Players can only play for one club at any one time for each HCNC competition.
 - b. Players may be registered for more than one team provided the teams play in different competitions within the centre or come under the secondary school exceptions.
 - c. Secondary School Player Exceptions
 - a. A Secondary School player may be registered in both a school team and club team playing in the same competition.
 - b. A player registered on a school team that plays in the Open Grade, may not play for any other school teams in regular competition.
 - c. No game time requests will be accepted or considered for a player who is playing for two teams (one club and one secondary)
 - d. Club Disbanding
 - a. In the exceptional circumstance that a club that fully disbands, in accordance with its constitution, one or more of the teams associated with the disbanded club may join a new club on the following basis:
 - i. The disbanded club does not continue in part or full
 - ii. The disbanded club name does not remain with any team from the original entity. In this situation a Team that moves clubs may retain their previous season's status, provided that 75% of the playing and coaching staff remain with the team for duration of the following season.
- d. Emergency/ Fill-in Players
 - a. Players within the same club and school can **play** up. Players may play twice in a higher designated team within her own club and still remain on her own team. The third time player plays up, the player will be considered a member of that team and will be graded up. The player will not be able to return to her original team.
 - b. Players within the same school or club cannot **play** on a lower team than they are registered for and graded. If this happens, teams will forfeit the game, be fined \$50, and two points will be deducted.
- e. Re -grading of Players
 - a. A team may apply to HCNC Events Staff for regrading of player, due to unforeseen and exceptional circumstances. The application for this must be

submitted 5 business day prior to the next round of games. The HCNC Events Staffs has the discretion to approve or deny request.

f. Unregistered Players and Day Registrations

- a. Teams may register unregistered players on the day of competition if the player does not play for another club or secondary school team and team does not have the maximum number of players already registered. After the third time the day registered player plays with the team, player is considered a member of the team.
- b. Teams must pay a day fee and complete the day registration form prior to the start of their game. Completed forms and fee must be given to registration office staff.
- c. Teams may not add unregistered players to team during Championship play. Exception to this is:
 - i. Player plays for the same club and will be playing up in grades. And,
 - ii. Player being added to the team has played for club on a team registered for a HCNC competition and has played a minimum of 3 games for regular team.

g. Players and Finals

- a. Teams in all competitions involved in finals must consist of registered players who have played a minimum of three games for that team during the season. The players must have taken the court for at least one full quarter of each of the three games.

h. Boys and Netball & Mixed Grade

- a. Boys up to the age of 12 years may play in the appropriate age/school year group competition.
- b. Teams can only have three boys on the court at one time, one in each area of play (attack, centre, and defence)
- c. If a boy turns 12 during the netball season in which he has started playing, and is playing in Y7 or Y8 competition, he will be allowed to continue until the end of that playing season. He must not have turned age 12 before the start of the competition.
- d. Men's or Mixed netball competition may, from time to time, be offered at HCNC. Steps will be taken to ensure the safety of the participants given the physical differences between males and females. These will be clearly communicated to participants as part of the competition rules.

h. Franchise Players

- a. Returning Franchise and International players may only play in the top Premier Grade.
- b. Premier teams are permitted to register up to four Franchise and International players per season as a part of the 16 registered players for the team.
- c. Teams may downgrade no more than two players from a Premier grade team to make room for returning franchise and International players. Teams must apply to the HCNC Events team 5 business days prior to the next round of competition for this to be done.

- d. No more than two franchise and International players may take the court at any one time.
- i. Player Registration Fines
 - a. If it is found that a team is playing an unregistered player, teams will be fined \$50, the team will forfeit the game, and two points will be deducted from competition points.
 - b. If it is found that a team is playing a player under another person's name, teams will be fined \$50, the team will forfeit the game, two points will be deducted from competition points.
 - c. If teams play more than the allowed two franchise players, the team will be fined \$50, forfeit the game, and five competition points will be deducted.

Dress Code

- a. Uniforms
 - a. A new club, school, or team must submit colour image of their proposed uniform and bib for approval and registration. Once registered, no other team can wear the same uniform.
 - b. Teams wishing to purchase new uniforms must receive approval from HCNC Event team prior to purchasing uniforms.
- b. During Match players:
 - a. Must wear registered playing uniform and suitable sports footwear.
 - b. Must wear playing position initials 150mm high which must be clearly visible and worn above waist, front and back.
 - c. May not wear anything that could endanger themselves or other players. For a specific list of items, please refer to the INF rule book under section 5/Match Personnel.
 - d. Who have to wear prescription glasses to see, may wear their prescription glasses as long as they are secured to head and face.
 - e. No player should chew gum while playing.

Umpires and Umpire Duty

- a. Team Umpires
 - a. Each team playing in Intermediate and Secondary competitions are required to supply a minimum of one umpire who have completed at least an "Introduction to Umpiring".
 - b. Each team playing in the Open Grade competition are required to provide a minimum of two umpires who have successfully completed their Centre Umpire Qualification. Umpires in these grades will be placed in a pool and be allocated to one open grade game per week by our Lead Umpire Organiser. Umpires who have been allocated to Umpire other teams should not re-work allocation so they are umpiring own team. If it found that an Umpire is umpiring own team, the team will be fined \$50 and the game will be forfeited.
- b. Payment of Umpires
 - a. Teams in Open Grade Premier, Premier Reserve, Thursday Indoor and Outdoor competitions are required to pay one of the allocated umpires.
 - b. Payment of umpires will be a part of the team's season invoice. HCNC will allocated payments to Umpires.

- c. Umpire fees will be set annually by HCNC.
- c. Standby Umpires
 - a. Standby team umpires who have not been allocated a game to umpire are required to wait in place or just outside the registration office until the first break of the round scheduled.
 - b. Standby team umpires that are not used and who have waited for the first break, must check-in with the HCNC Event staff member before leaving the Centre.
 - c. Failure to wait or check-in before leaving will result in team being penalised according to default fines and penalties outlined under the section titled Forfeits and Defaults.
- d. Player Umpires
 - a. If a player is reporting for umpire duties then that player must be umpiring at least one grade below where they normally play. For example, a player playing in an A grade section of a competition, cannot umpire a team in the Premier section of a competition.
- e. Umpire Dress Code and Game Responsibilities
 - a. Umpires must wear either black or white.
 - b. Umpires are required to provide their own whistle. HCNC will have whistles available to purchase from \$10-\$15/whistle. Eftpos is not available and loan whistles are not provided.
 - c. Umpires must report for duty at the Registration office prior to the start of the game.
 - d. Umpires are responsible for ensuring game score has been accurately recorded by the scorer.
 - e. Game Management:
 - a. Umpires are responsible for performing pre-game checks as outlined in INF Rule Book under Match Officials.
 - b. Umpires are responsible for game management as outlined in the INF Rule Book. If any player is warned, suspended, or ordered off, the Umpires must report player's name and team on the back of the score card, turn in score card to registration office, and alert registration staff. Additionally, the Umpire will be asked to complete an incident report and submit to HCNC Event staff.
 - c. If Umpire has consistent problems with misconduct or poor sportsmanship with team officials, team spectators, or players, he/she should note specific issues on back of score card, turn in score card, and alert registration staff. Additionally, the Umpire will be asked to complete an incident report and submit to HCNC Event staff.
- f. Centre Umpire Game Request
 - a. Teams in the Secondary and Open Grade Competitions may submit a written request to the HCNC event staff for Centre Umpires at least 5 business days prior to the game in question.
 - b. The HCNC event staff will either approve or deny request. Requests will be accepted or denied based on the ability to provide a Centre Umpire without disrupting the competition.
 - c. If Centre Umpire is allocated at the request of a team, the team who requested Centre Umpires will be required to pay both Centre Umpires. Fees range from \$20-\$50/game and teams will be invoiced for these fees.

Administration

Fees

- a. Registration Fees
 - a. All Competition fees must be paid by the due date published on the invoice unless a payment plan has been made and agreed upon by HCNC administrative staff and team/club/school.

Fines

- a. All fines must be paid within by the due date published on the invoice. A summary of fines is listed below.

Type	Fine	Other Penalties
Failure to take court within 3 minutes	\$50	
Game Defaults		
Defaults Before 1pm the day prior to game day	\$50	Loss of two competition points
Defaults after 1pm the day prior to game day	\$75	Loss of two competition points
Indoor Premier Game Default	\$200	Loss of five competition points
Championship Game Default	\$250	
Game Forfeits		
Playing Unregistered Player	\$50	Loss of two competition points
Playing on a lower team	\$50	Loss two competition points
Playing a player under another player's name	\$50	Loss of two competition points
Playing more than two franchise players on the court at same time	\$50	Loss of five competition points
Altering Game Day Umpire Allocation	\$50	Loss of two competition points
Failure to provide Umpire		
1 st Offence	\$50	
2 nd Offence	\$75	
3 rd Offence	\$100	
Failure to Perform Game Day Duties		
1 st Offence	\$25	
2 nd Offence	\$50	
3 rd Offence	\$75	

- b. Payment Methods (To be determined)

Court Hireage

- a. Teams may hire courts on a casual or seasonal basis.
- b. Fees are outlined in Court Hireage information listed below.
- c. Season Dates & Fees

Full Season	Length of Rental/Court	Fee
1 st Tuesday of April-Last Tuesday of August	1 Hour	\$300/court
	1.5 Hours	\$450/court
	1.75 Hours	\$525/court
1 st Wednesday of April-Last Wednesday of August	1 Hour	\$300/Court
	1.5 Hours	\$450/court
	1.75 Hours	\$525/court
Partial Season	Length of Rental/Court	Fee
1 st Tuesday of June- Last Tuesday of August	1 Hour	\$150/court
	1.5 Hours	\$225/court
	1.75 Hours	\$263/court
1 st Wednesday of June- Last Wednesday of August	1 Hour	\$150/court
	1.5 Hours	\$225/court
	1.75 Hours	\$263/court
Casual Court Hire	1 Hour	\$50

- d. Season Hireage Application & Process: All clubs/teams/schools wishing to hire a court for the or on a casual basis will be required to submit an application. Court rentals will be given on a first in first served basis.
- e. Tournaments and Events: Courts & Facilities may be hired at the discretion of HCNC for tournaments or other events.

Disciplinary/ Incident Process and Consequences

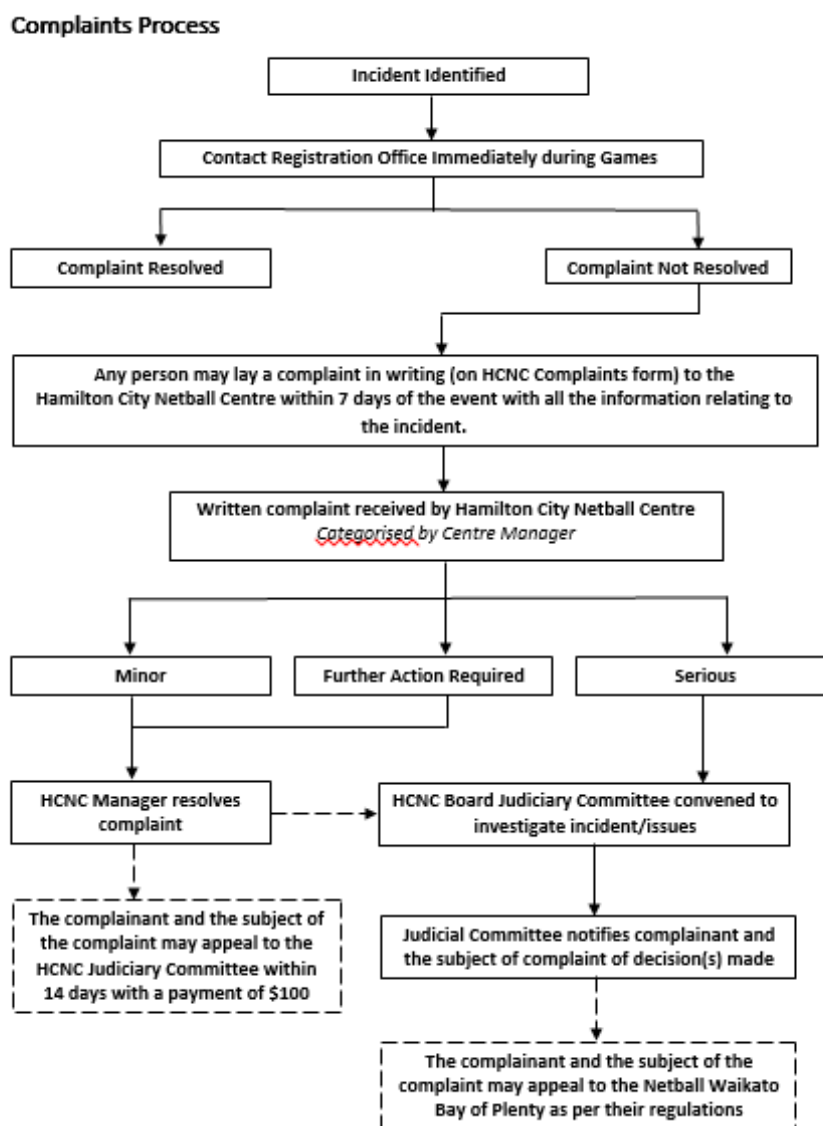
Please refer to the HCNC 2019 Complaints Policy and Procedures document

All games organised by HCNC Event Staff will be conducted in a manner which complies with the Netball New Zealand General Code of Conduct and Ethics as set out in the Regulations of Netball New Zealand and INF Rules unless otherwise stated.

Players, coaches, managers, umpires, other team officials, and spectators or associates with a team playing in a HCNC organised event are expected to follow the HCNC Code of Conduct and Regulations.

All players, team officials, and spectators shall comply with the rulings on the court. Suspensions and ordering off from the court will have further consequences. These are outlined in the Complaints Policy and Procedures document.

A diagram of the Complaints Process is listed below.



Definitions

Affiliated Clubs: Includes all clubs and schools with teams playing in HCNC competitions. Every player playing in any HCNC competition is deemed to belong to a club.

Championship Round/Play: Starts the beginning of the first day of play in the round. For example, for a Saturday competition, the round starts at 00.00.01am on the Saturday of the first round of game.

Franchise Player: a player who is contracted to the ANZ Championship or an equivalent competition in another country as determined by the HCNC Events Staff OR has played a minimum of four full quarters in such competition during the current season.

HCNC Competitions/Leagues:

- Major Competitions:
 - c. Thursday Open Grade
 - d. Thursday Indoor Premier
 - e. Saturday Open Grade
 - f. Monday Secondary
 - g. Saturday Secondary
 - h. Saturday Intermediate
- Minor Competitions
 - a. Twilight Leagues Autumn/Spring
 - b. Intermediate & Primary Spring Leagues
 - c. Tournaments

HCNC Events Staff: Includes but is not limited to the HCNC Events Co-ordinator, HCNC Manager, Competition/League Organiser, and other key volunteers.

HCNC Event Hierarchy

1. Indoor Premier Grade
2. Outdoor Open Grade Saturday
3. Outdoor Open Grade Thursday
4. Secondary
5. Intermediate
6. Primary

International Player: any player who is contracted to an International Netball Team.

Play, Plays, or Played: Take to mean that a player has physically taken the court and played for the team. Note: For finals eligibility, “play, plays, or played” means for a minimum of one quarter of the game.

Representative Duty: Applies when a player cannot play because they are representing HCNC at a representative tournament. This does not include a mandatory stand down period because of a disciplinary infraction that occurred at a representative tournament where they represented HCNC.

Secondary Player: Any player who is enrolled in a secondary school during the competition season.