

Hamilton City Netball Centre

2021 Competitions Structure & Regulations

Reviewed and Amended
February 2021

To be reviewed
November 2021

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Covid-19

Covid-19, at the time of publishing this document is still a global pandemic and New Zealand remains within Covid alert levels set by the Government. The definition of each level can be changed at any time and New Zealand can move between levels at any time.

Requirements and Restrictions

- 1) Each level has requirements, restrictions, and guidelines which as a sport, as an employer and as a centre we must follow. The requirements, restrictions and guidelines are set and can be changed at any time by the following bodies. There may also be other bodies who set requirements, restrictions, and guidelines.
 - New Zealand Government
 - Ministry of Health
 - Hamilton City Council
 - Sport New Zealand
 - Netball New Zealand
 - Netball Waikato Bay of Plenty
 - Sport Waikato
 - Waikato Secondary School Sports
 - Hamilton City Netball Centre Board
- 2) Failure by the Centre and any person within the Centre, to follow the requirements and restrictions set, means that the Centre can be shut down at any time.
- 3) The Centre will require a minimum of 48 hours to move between levels before being operational again. This time allows the Centre to put in place the processes and procedures to meet the requirements and to be able to communicate out to the community the changes.
- 4) Any games/programmes/courses scheduled to be held within 48 hours of a level change will be cancelled or rescheduled if possible.
- 5) Any credits or refunds will be determined and credited/paid out at the end of the season.
- 6) As at 01 March 2021 the Covid Levels would mean the following for netball. Full details of procedures and plans can be found on the website www.netballhamilton.org.nz

Level 1

- All Players, Coaches, Umpires, Managers, Participants MUST be registered with all contact details on Friendly Manager.
- Competitions operate as per Competition Structure and Regulations
- Programmes and Courses can run as published
- Spectators are welcome at the Centre
- Covid-19 QR Codes are throughout Centre and all entering the Centre are encouraged to scan in.
- Hygiene practices must be followed by all entering the Centre.

Level 2

- All Players, Coaches, Umpires, Managers, Participants MUST be registered with all contact details on Friendly Manager.
- Competitions operate on a modified 7 day a week timetable where competitions may be on a different day to Level 1 and may have earlier and/or later start times. Breaks in games and length of games may also be altered.
 - The times on draws are the time a team is to enter the Centre and include the warmup time.

- Programmes and Courses may be able to continue if the competition timetable and all requirements and restrictions can be met.
- The number of people entering the Centre with a team will be restricted.
 - Year 7-8; Secondary, Open – 15 people maximum per team to include players, umpires, managers, coaches
 - Year 1-6 – 15 people maximum per team to include players, umpires, managers, coaches, adult supervisors.
 - NO spectators in the Centre. This includes children who are not playing.
- Contact tracing forms must be filled in correctly EVERY week.
- Covid-19 QR Codes are throughout Centre and all entering the Centre are encouraged to scan in.
- Each team is to provide their own hand sanitiser to all members of the team before they enter the Centre and as they leave.

Level 3

No Netball in any form

Centre Staff work from home

Level 4

No Netball in any form

Centre Staff work from home

2021 Competition Dates

Competitions		Age Groups	Play Dates	No Play Dates	Fees	Registration Close Date	Festivals & Tournament Dates
Open Grade Competition	Indoor Open Grade Premier	Open	16 weeks, 16 games Thursdays May: 6, 13, 20, 27 June: 3, 10, 17, 24 July: 1, 8, 29 August: 5, 12, 19, 26 September: 16	15 July 22 July 2 Sept 9 Sept	\$1350	9 April	Tournament: 17 April 2 October
	Saturday Open Grade	Open	15 weeks, 15 games Saturdays May: 8, 15, 22, 29 June: 12, 19, 26 July: 3, 10, 31 August: 7, 14, 21 September: 11, 18	5 June 17 July 24 July 28 Aug 4 Sept	\$1100	9 April	Tournament: 17 April 2 October
Thursday Open Grade Competition	Thursday Open Grade	Open	15 weeks, 15 games Thursdays May: 13, 20, 27 June: 3, 10, 17, 24 July: 1, 8, 29 August: 5, 12, 19 September: 9, 16	15 July 22 July 26 Aug 2 Sept	\$900	9 April	Tournament: 17 April 2 October
Mixed Competition	Mixed Grade	Mixed Open	5 weeks, 5 games Saturdays June: 12, 19, 26 July: 3, 10	-	\$250	4 June	Tournament: 17 April 2 October
Secondary Competition	Saturday Secondary	Year 9 Year 10 Senior (Yr 11-13)	15 weeks, 15 games Saturdays May: 15, 22, 29 June 12,19,26 July 3, 10,31 August 7, 14, 21 September 11, 18, 25	5 June 17 July 24 July 28 Aug 4 Sep	\$550	9 April	Tournament: 20 June 2 October
	Secondary Monday Premier	Year 11-13	5 weeks Mondays July: 26 August: 2, 9, 16, 23	-	\$150	10 June	

Intermediate Competition	Saturday Intermediate	Year 7 Year 8	13 weeks, 13 games Saturdays May: 15, 22, 29 June: 12, 19, 26 July: 3, 10, 31 August: 7, 14, 21, 28	5 June 17 July 24 July	\$450	9 April	Tournament: 27 June Festival: Sat 4 Sept
Future Ferns	Year 1-2	Year 1-2	9 weeks Thursdays May: 13, 20, 27 June: 3, 10, 17, 24 July: 1, 8	-	\$225	9 April	Festival: Thurs 8 July
	Year 3-4	Year 3 Year 4	13 weeks Tuesdays May: 18, 25 June: 1, 8, 15, 22, 29 July: 6, 27 August: 3, 10, 17, 24	13 July 20 July	\$360	9 April	Festival: Sat 4 Sept
	Year 5-6	Year 5 Year 6	13 weeks Wednesdays May: 19, 26 June: 2, 9, 16, 23, 30 July: 7, 28 August: 4, 11, 18, 25	14 July 21 July	\$400	9 April	Festival: Sat 4 Sept

Competition Format

Indoor Premier Competition

1. Registration: Invite Only
 - a. To be eligible to participate in the 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.
 - b. Indoor Premier is the higher grades of the Saturday Open Grade competition. Saturday Open Grade is the lower grades of the Premier Indoor competition.
2. Game Times: 6:25pm & 7:50pm
3. Length of game: 60mins - 15min 1/4
4. Length of Competition: 16 weeks (16 games)
5. Grading:
 - a. None
6. Competition Structure:
 - a. 1st Round: 11 weeks (11 games) Round Robin Play
 - b. 2nd Round: 3 weeks (3 games) Round Robin (Top 4, Middle 4, Bottom 4)
 - c. 3rd Round: 2 weeks Championship Play (Semis and Finals)
 - i. All teams must participate in Semi Finals and Finals
 - ii. Teams will be playing for Championship placings 1st to 12th.
7. The teams that place 11th and 12th will play in the Promotion / Relegations games for the 2022 competition.
 - a. Promotion/ Relegation to be held at the start of the 2022 season
 - i. 1st Saturday Open Grade v 12th Indoor Premier
 - ii. 2nd Saturday Open Grade v 11th Indoor Premier
 - iii. Winners to play in Premier Indoor in 2022; Losers to play in Saturday Open Grade in 2022

Saturday Open Grade Competition

1. Registration: Open to all Club teams and Secondary Senior teams
 - a. Saturday Open Grade is the lower grades of the Indoor Premier competition. Indoor Premier is the higher grades of the Saturday Open Grade competition.
2. Game Times: 12:30pm, 1:30pm, 2:30pm, 3:30pm, 4:30pm
3. Length of game: 40mins - 10min 1/4
4. Length of time: 15 weeks (15 games)
5. Competition Structure:
 - a. 1st Round: 3 weeks (3 games) Grading
 - i. Based off prior year's results and/or grade level submitted with registration
 - b. 2nd Round: 7 weeks (7 games) Round Robin Play (Pools of 8)
 - c. 3rd Round: 3 weeks (3 games) Round Robin Play (Pools of 4)
 - d. 4th Round: 2 weeks Championship Play (Semis and Finals)
 - i. Finals: All teams will play on Semis and Finals days

Thursday Open Grade Competition

1. Registration: Open to Club teams and Secondary Senior teams
2. Game Times: 6.30pm & 7.30pm
3. Length of game: 40mins - 10min 1/4
4. Length of Competition: 15 weeks (15 games)
5. Competition Structure:
 - a. 1st Round: 3 weeks (3 games) Grading
 - i. Based off prior year's results and/or grade level submitted with registration.
 - b. 2nd Round: 7 weeks (7 games) Round Robin Play (Pools of 8)
 - c. 3rd Round: 3 weeks (3 games) Round Robin Play (Pools of 4)
 - d. 4th Round: 2 weeks Championship Play (Semis and Finals)
 - i. Finals: All teams will play on Semis and Finals days

Mixed Grade Competition

1. Registration: Open to Club teams, Secondary Senior teams, Social teams and Centre Representative teams
 - a. Minimum of 4 teams required for Competition to proceed
2. Game Times: 12:30pm, 1:30pm, 2:30pm, 3:30pm, 4:30pm
3. Length of game: 40mins - 10min 1/4 (Breaks: 2mins, 3mins, 2mins)
4. Length of Competition: 5 weeks (5 games)
5. Competition Structure:
 - a. 1st round: 5 weeks Round Robin Play

Secondary Saturday Competition

1. Registration: Open to all Secondary teams or Secondary players enrolled in a secondary school wanting to create a team.
 - a. Grades: Year 9; Year 10; Senior (Year 11-13)
2. Game Times: 10:30am, 11:30am, 12:30pm, 1:30pm, 2.30pm, 3.30pm
3. Length of Competition: 15 weeks (15 games)
4. Competition Structure:
 - a. 1st Round: 3 weeks Grading
 - i. Based off prior year's results and/or grade level submitted with registration
 - b. 2nd Round: 7 weeks (7 games) Round Robin (Pools of 8)
 - c. 3rd round: 3 weeks (3 games) Round Robin (Pools of 4)
 - d. 4th round: 2 weeks Championship Play (Semis and Finals)
 - i. Finals: All teams will play on Semis and Finals days

Secondary Monday Premier Competition

1. Registration: Open to all Premier Grade & Premier Development Secondary Senior Teams
2. Length of Competition: 5 weeks (6 games)
3. Game Time: 6.30pm
4. Length of game: 40mins - 10min 1/4
5. Competition Structure:
 - a. 1st Round: 1 weeks (2 games x20mins) Grading
 - i. Based off prior year's results and/or UNISS seeding's
 - b. 2nd Round: 3 weeks (3 games) Round Robin Play (Pools of 4)
 - c. 3th Round: 1 week Championship Play (Finals Day)
 - i. Finals: All teams will play on Finals Day

Intermediate Saturday Competition

1. Registration: Open to all Intermediate School teams or Intermediate players enrolled in an Intermediate School wanting to create a team.
 - a. Grades: Year 7; Year 8
2. Length of Competition: 13 weeks (13 games)
3. Game Times: 8:30am, 9:30am, 10:30am, 11.30am
4. Competition Structure:
 - a. 1st Round: 2 weeks (2 games) Grading
 - i. Based off prior year's results and/pr grade level submitted with registration
 - b. 2nd Round: 5 weeks (5 games) of Round Robin (Pools of 6)
 - c. 3rd Round: 5 weeks (5 games) of Round Robin (Pools of 6)
 - d. 4th Round: 1 week Championship Play (Finals Day)
 - i. Finals: All teams will play on Finals Day

Competition Information

Major Competition Information

1. Game Lengths and breaks

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

2. Timing of Matches

- a. Timing of games is undertaken from HCNC Tower – Start and finish times signified by a central bell/hooter.
- b. Timing for Premier indoor games is undertaken by an official timekeeper.
- c. Where a game does not start on the starting bell due to the umpires being late to the game:
 - i. 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.
 - ii. For all other games, the game should start as soon as one umpire is present on the court, but no extra time shall be played past the end of the quarter indicated by the central bell.

3. Stoppages

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

Competition Points & Results (For all Competitions)

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

1. 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.

2. 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.

3. Results: All results and points are updated weekly on the Hamilton City Netball Centre 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 **5 business days of the game**. Errors identified after finalists or promoted/relegated teams have been notified will not be amended.

Grading & Promotion/Relegation Procedures

1. Grading: At the end of each grading round, the following will be used to create pools for the next 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
2. Promotion/Relegation Process: At the end of a round there is opportunity for teams to be moved into a higher or lower pool.
 - a. Move into Higher Pool: Only applies to top two teams in pool
 - b. Moved into lower pool: Only applies to bottom two teams in a pool
3. Below are examples of team movement that may be made if HCNC Events Staff believe 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:
 - i. A team is beating all teams by large margins.
 - ii. Goals scored against is significantly less than any other team in their pool.
 - b. Moved into lower pool:
 - 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

1. All teams must provide a scorer for each game. The scorers will decide who will be the main scorer for the game. The other team's scorer will remain beside the main scorer for the duration of the game to prevent disputes regarding the score.
2. Unless there is evidence to the contrary that is satisfactory to HCNC, the official score will be the score on the scorecard.
3. The scorer is to be situated in line with the centre circle so position is clear to umpires.
4. The only exception to the above is Premier Indoor games where the score will be kept by bench officials.

Team Bench Area

1. 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
2. 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.
3. 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

1. Game Requests
 - a. Game requests must be submitted with team registration. Even though game requests are submitted, they may not be accommodated. For example if request disrupts the schedule of other teams.
 - b. All game requests submitted after registration deadline will not be accommodated unless it falls under Exceptions.
2. Exceptions
 - a. Game requests for School Balls must be submitted with registration
 - b. Game requests for School Balls submitted after the registration deadline will not be accommodated.
 - c. HCNC Events staff will do its best to accommodate these requests. However, it may not be accommodated if moving games disrupt overall competition. Please note if request is accommodated, teams will be given the earliest published time possible for that competition.
3. 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

1. 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

1. HCNC Events staff reserves the right to cancel games due to poor weather conditions or other facility safety hazards.
2. Cancellation information will be emailed to team managers, posted on social media and the HCNC website.

Game Defaults

1. Game defaults in all grades (except Indoor Premier) will incur a fine as listed below. Additionally, two competition points will be deducted from their competition points.
 - 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.
2. Game defaults in the Indoor Premier Grade will incur a fine of \$200. Additionally, five competition points will be deducted from their competition points.
3. Teams failing to take the court within 3 minutes of the start time will incur a fine of \$50. Additionally, two competition points will be deducted from their competition points.

Refunds and Withdrawals

1. Teams withdrawing from a competition with written notification at least **10 business days** prior to when the **competition is due to start**, will receive 100% refund.
2. Teams withdrawing from a competition with written notification at least **7 business days** prior to the **last day of grading**, will receive a 50% refund.
 - a. If there is no grading round, the first round of competition will be treated as the grading round.
3. Teams withdrawing from a competition **after the completion of the grading** round will not receive a refund.

Competition Rules

Rules stated below and rules outlined in the International Rule Book, will be used for all competitions except where stated on registration. If there are disputes on rules that are ambiguous, decisions will be made by HCNC Events staff 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

1. Teams must register via online registration system.
2. Teams who do not register using this system may not be included in the competition.

Team Rankings/Naming

1. 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.

Player Registration & Eligibility

1. Player Registration
 - a. Only HCNC registered players can play in HCNC competitions.
 - b. HCNC Events Staff will conduct random checks of players registered to teams.
2. Player and Club Registration
 - a. Players can only play for one club at any one time in HCNC competitions.
 - b. Players may be registered for more than one team for a club, provided the teams play in different competitions within the centre or come under the secondary school exceptions.
 - c. Secondary School Player Exceptions
 - i. A Secondary School player may be registered in both a school team and club team playing in the same competition.
 - ii. A player registered in a school team that plays in the Open Grade, may not play for any other school teams in regular competition.
 - iii. No game time requests will be accepted or considered for a player who is playing for two teams.
 - d. Club Disbanding
 - i. 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:
 - a. The disbanded club does not continue in part or full

- b. 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.
- 3. Number of Players on a team
 - a. The maximum number of players a team may register for a competition (except premier indoor) 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.
- 4. 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 their own club and still remain on their own team. The third time the 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 their original team.
 - b. Players within the same school or club cannot play in a **lower** team than they are registered and graded in. If this happens, teams will forfeit the game, be fined \$50, and two points will be deducted.
- 5. 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.
- 6. Unregistered Players
 - a. 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.
- 7. Players and Finals
 - a. Teams in all competitions involved in Championship play 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.
- 8. Boys and Netball & Mixed Grade
 - a. Boys up to Year 8 may play in the appropriate age/school year group competition.
 - b. Men's or Mixed netball competition may be offered at HCNC. The regulations for these competitions will be published with registration information.
 - c. Teams can only have three boys/men on the court at one time, one in each area of play (attack, centre, and defence) unless stated otherwise in regulations published with registration.

9. Franchise & International Players
 - a. 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.
10. Player Registration Fines
 - a. If found that a team play 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 found that a team play 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

1. 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.
2. During game:
 - a. Player must wear registered playing uniform and suitable sports footwear.
 - b. Players must wear playing position initials 150mm high which must be clearly visible and worn above waist, front and back.
 - c. Players 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. Players with prescription glasses, may wear them as long as they are secured to head and face.
 - e. Players must not chew gum while playing.

Umpires and Umpire Duty

1. Team Umpires
 - a. Premier Indoor
 - i. Teams in Premier Indoor are required to pay for an allocated umpire. Payment for the allocated umpire will be an invoiced to the team for the season. HCNC will make payments to the allocated Umpires.
 - ii. Umpire fees will be set annually by HCNC.
 - a. 2021 Fee is \$10 per game
 - b. Saturday Open Grade
 - i. Premier

- a. Teams in Premier are required to pay for an allocated umpire. Payment for the allocated umpire will be an invoiced to the team for the season. HCNC will make payments to the allocated Umpires.
 - b. Umpire fees will be set annually by HCNC.
 - i. 2021 Fee is \$10 per game
 - ii. Premier Reserve, A grade to E grade
 - a. Each team playing in Premier Reserve, A grade to E grade are required to supply one umpire per game played.
 - b. Minimum qualification for umpire is ITU or Centre Theory
 - c. Umpires will umpire own teams game.
 - c. Thursday Open Grade
 - i. Each team playing in Secondary Saturday competition are required to supply one umpire per game played.
 - ii. Minimum qualification for umpire is ITU or Centre Theory
 - iii. Umpires will umpire own teams game.
 - d. Mixed Open Grade
 - i. Each team playing in Mixed Open Grade competition are required to supply one umpire per game played.
 - ii. Minimum qualification for umpire is ITU or Centre Theory
 - iii. Umpires will umpire own teams game
 - e. Secondary Saturday
 - i. Each team playing in Secondary Saturday competition are required to supply one umpire per game played.
 - ii. Minimum qualification for umpire is ITU or Centre Theory
 - iii. Umpires will umpire own teams game
 - f. Monday Secondary Premier
 - i. Each team playing in Monday Secondary Premier competition are required to supply one umpire per game played.
 - ii. Minimum qualification for umpire is ITU or Centre Theory
 - iii. Umpires will umpire own teams game
 - g. Intermediate
 - i. Each team playing in Intermediate competition are required to supply one umpire per game played.
 - ii. Minimum qualification for umpire is ITU or Centre Theory
 - iii. Umpires will umpire own teams game
- 2. Umpire defaults
 - a. In a competition or grade where an umpire must be provided, and the umpire fails to turn up, the team must first use a player from their own team, even if this means that the team plays short of players.
 - b. Should a team fail to provide an umpire or use a player to do so teams will incur a fine as listed below.
 - i. 1st Offence: \$50
 - ii. 2nd Offence: \$75
 - iii. 3rd Offence: \$100
- 3. Umpire Dress Code and Game Responsibilities
 - a. Dress code
 - i. Pathway and Premier Umpires are encouraged to wear either HCNC white shirt or red shirt or NNZ white shirt depending on qualification.

- ii. All other umpires must wear appropriate sports clothing. No jandals or gumboots
- b. Umpires are required to provide their own whistle. HCNC will have whistles available to purchase.
- 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:
 - i. Umpires are responsible for performing pre-game checks as outlined in INF Rule Book under Match Officials.
 - ii. 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.
 - iii. If Umpire has consistent problems with misconduct or poor sportsmanship with team officials, team spectators, or players, umpire should alert registration office immediately. Additionally, the Umpire will be asked to complete an incident report and submit to HCNC Event staff.

4. Centre Umpire Request

- a. Teams in the Secondary and Open Grade Competitions may submit a written request to the HCNC event staff for a Centre Umpire/s at least 5 business days prior to the game in question.
- b. Centre Umpire requests even though submitted, may not be accommodated. The HCNC event staff will either accept or deny 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 will be required to pay. Fees range from \$20-\$60/game and teams will be invoiced for these fees.

Administration

Fees

1. 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

1. 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
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
Failure to take court within 3 minutes	\$50	Loss of two competition points
Indoor Premier Game Default	\$200	Loss of five competition points
Championship Game Default	\$250	
Players		
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	

Disciplinary/ Incident Process and Consequences

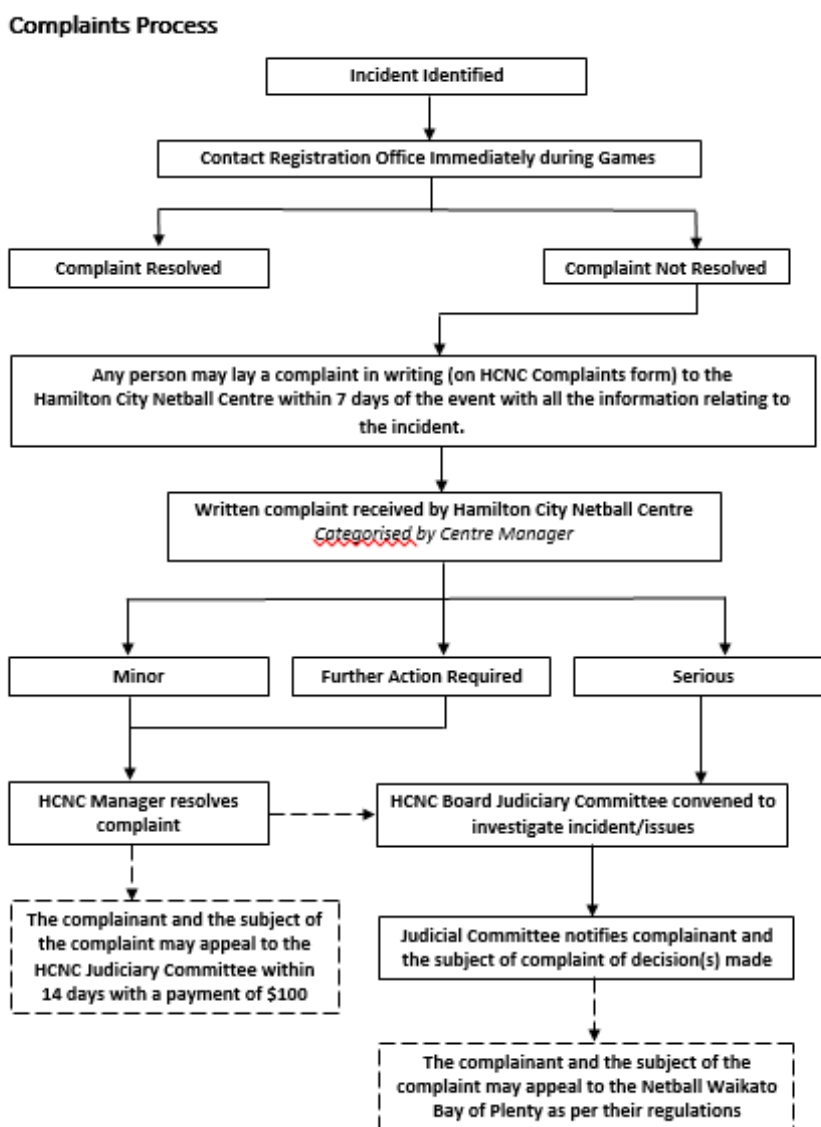
Please refer to the HCNC Complaints Policy and Procedures document

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 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. Championship Play includes Quarters, Semis and Finals.

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 Events Staff: Includes but is not limited to the HCNC employed staff, Competition Convenors, and other key volunteers.

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.

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