

# **Baulkham Hills Shire Netball Association Limited**

(trading as Baulkham Hills Netball)



## **PLAYING PROCEDURES**

### **VERSION 3**

20<sup>th</sup> November 2021

## Contents

1.	<a href="#"><u>Forfeits – Notification &amp; Penalties</u></a>	Page 3, 4, 5
2.	<a href="#"><u>Forfeiting during Final Series</u></a>	Page 5
3.	<a href="#"><u>Completing Score Sheet</u></a>	Page 5
4.	<a href="#"><u>Photo Identification System</u></a>	Page 5
5.	<a href="#"><u>Competing in an All Abilities Game</u></a>	Page 6
6.	<a href="#"><u>General Penalty Information</u></a>	Page 7
7.	<a href="#"><u>Wet Weather Procedures</u></a>	Page 7
8.	<a href="#"><u>Injury Management</u></a>	Page 7

## 1. Forfeits – Notification and Penalties

### a) On-Time Forfeit Notification

The team notifies their Club Registrar who advises BAULKHAM HILLS NETBALL Registrars via EMAIL before 5.00pm on the day prior to the scheduled competition match.

Email: [forfeit@baulkhamhillsnetball.com.au](mailto:forfeit@baulkhamhillsnetball.com.au)

### Penalty for On-Time Forfeit

Non-forfeiting team	Recorded as a WIN and 6 points. All players are recorded as having played. Game not included in goal percentage calculations.
Forfeiting team penalty	Recorded as a LOSS and 2 points. No player is recorded as having played. Game included in goal percentage calculations.

### b) Late Forfeit Notification

(i) The team notifies their Club Registrar who advises Baulkham Hills Netball Registrars via EMAIL after 5.00pm on the day prior or on the day of their scheduled competition match will incur a late forfeit. Email: [forfeit@baulkhamhillsnetball.com.au](mailto:forfeit@baulkhamhillsnetball.com.au)

(ii) A team MUST take the court within one minute of the start of the game if there are at least 5 players present. One player must play the Centre position or a late forfeit is applicable.

### Penalty for Late Forfeit

Non-forfeiting team	Recorded as a WIN and 6 points. All players are recorded as having played. Game not included in goal percentage calculations.
Forfeiting team penalty	Recorded as a LOSS and 0 points. No player is recorded as having played. Game included in goal percentage calculations.



**c) Abandoned Game Forfeit**

- (i) If a team abandons a game at or after half-time, it is considered a late forfeit and penalties as above apply.
- (ii) At any point during the game if a team is unable to continue playing due to excess injury or illness it is considered as an abandoned forfeit regardless of which team is leading the point score.

**Penalty for Abandoned Game Forfeit**

Non-forfeiting team	Recorded as a WIN and 6 points. Goals counted. All players are recorded as having played. Game included in goal percentage calculations.
Forfeiting team penalty	Recorded as a LOSS and 2 points. Goals counted. All players are recorded as having played. Game included in goal percentage calculations.

**d) Administrative Forfeit**

- (i) An administrative forfeit applies when a team plays an ineligible player or identification is unsighted.
- (ii) Deliberately providing misleading or false information that results in the player registration being cancelled. If that player takes part in a match after their registration is cancelled then the game is considered an administrative forfeit.

**Penalty for Administrative Forfeit**

Non-forfeiting team	Recorded as a WIN and 6 points. Goals for counted. Goals against NOT counted. All players are recorded as having played. Game not included in goal percentage calculations.
Forfeiting team penalty	Recorded as a LOSS and -2 points. Goals for not counted. Goals against counted. No player is recorded as having played. Game included in goal percentage calculations.

## 2. Forfeiting during Final Series

- a) During the Final Series, all forfeits must be notified by Club Registrar to Baulkham Hills Netball Registrars [forfeit@baulkhamhillsnetball.com.au] by 8.00pm on the Wednesday prior to their scheduled game.
- b) When a team forfeits during the Final Series they are excluded from any further participation in the competition.
- c) If forfeit occurs prior to Semi-finals the team positioned below moves up the ladder i.e. the team in 5<sup>th</sup> position moves up to 4<sup>th</sup> position.

## 3. Completing Score Sheet

- a) Opposing team should check player identification against players named on the score sheet before the start of the game and sign the "brag book" section.
- b) Players are not required to sign the score sheet.
- c) At the start of the game players' positions should be identified by writing their playing position in the box provided and continue each quarter thereafter **otherwise an administrative forfeit may apply.**
- d) Substitute players entering the game require their position to be recorded.
- e) Borrowed players should be recorded in the borrowed players section and their position recorded.
- f) It is essential that borrowed players details are checked and inserted onto the score sheet. **Their normal grade and team number must be recorded otherwise an administrative forfeit may apply.**
- g) It is the joint responsibility of both teams to ensure all details on the official score sheet is true and correct. At the conclusion of the game both teams must sign their side of the score sheet in the appropriate areas, acknowledging the score is correct.
- h) Once the score sheet is submitted to Admin it cannot be altered.
- i) An Umpire Incident Report Form is available on the back of the score sheet. Scorers must permit umpires access to the score sheet so they can record any incident.

## 4. Photo Identification System

- a) Identification is to be checked by opposing team before the game starts.
- b) Score sheet is to be completed by signing in the appropriate section.
- c) If the identification section of the score sheet is unsigned, **an Administrative Forfeit may be applied.**

## 5. Competing in an All Abilities Game

These recommendations for umpiring and playing a team ensure the focus is on acceptance of persons of all abilities leading to the enjoyment by participation for all involved in the game of netball. Every person, regardless of their ability, has a right to achieve and follow their dreams.

### Umpires should

- umpire with compassion
- always encourage the players, even if it's just for catching the ball
- assess each player and adjust your umpiring i.e. allow shuffling
- explain clearly the why and what for when penalising – let the player know it was a good try anyway
- allow the game some flow
- assist All Abilities player set up and take their C pass without being contested
- show All Abilities player where to take the throw in and who to pass to. The Throw in should also be uncontested.

### Opposing teams should

- always encourage their opponent, even if it's just for catching the ball
- be involved by helping them move to the right spot to receive a pass or suggest where to throw the pass
- **not** contest the All Abilities Centre Pass. This means that you don't defend the C or the person receiving the pass (don't go for an intercept). Let the All Abilities player try to catch the Centre Pass.
- **not** contest an All Abilities throw in, help them take it correctly. This means that you don't defend the person taking the throw in or receiving the pass. Show your opponent where to stand to receive the pass.
- not defend a shot at goal
- be happy to play your game according to normal Official Rules of Netball.

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## **6. General Penalty Information**

- a) All teams **receiving a forfeit** shall have their players considered as having played in a competition match.
- b) Forfeits received for any competition round game which is then abandoned or postponed due to weather conditions, will stand.
- c) If a team decides to abandon a game at or after half-time, they are forfeiting.
- d) The Club Registrar is advised by email from Baulkham Hills Netball Registrars within 7 days when loss of points applies.

## **7. Wet Weather Procedures**

### **NetSetGO**

- a) Decision will be made no later than 5.00pm on the day of play.
- b) A message will then be posted on the Website and Social Media.

### **Saturday Winter Competition**

- a) For Rounds 1-15 and Semi-Finals, the decision is made at 7.00am or earlier if conditions warrant an early decision.
- b) For Finals and Grand Finals, a decision is made 1 hour prior to the commencement of each game. A message is then posted on the Website and Social Media.
- c) Decisions can be either:
  - (i) To postpone or cancel all games for the day
  - (ii) To postpone or cancel morning games only
- d) A further decision would then be necessary by 11.45am for the afternoon games and a message will then be posted on the Website and Social Media by 12.00pm.

## **8. Injury Management**

- a) It is essential that no person other than Baulkham Hills Netball Executive calls for an ambulance when required.
- b) During a game for all severe injuries contact the on-site PHYSIO.
- c) The on-site PHYSIO contacts Administration if an ambulance is required.
- d) The on-site Physio records all injuries.

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