



Saturday

Juniors

2023

SATURDAY COMPETITION

To help us run this competition in an efficient manner we need your co-operation in following a few rules as explained below.

FEEES ARE DUE AND PAYABLE NOW.

REGISTRATIONS ARE TO BE PAID ONLINE USING NETBALL CONNECT APP

FEEES: NQ Fee incl. Public Liability (All players)

NetSetGo 5-10 \$100.00

Juniors 11-17 \$106.50.00

Game Fees per game (per team)

\$45.00

Team penalty – loss of points-match awarded to the opposing team.

Proof of NQ Fee paid through another Association must be provided. If proof has not been confirmed, players must pay their NQ Fee to SCNA. Game times are subject to change by Executive Committee.

REGISTRATIONS:

- a) Registration cards must be fully completed with all details as requested.
- b) Players must sign the score sheet with the same signature as per the registration card.
- c) Teams may register up to 12 players at any one time.

FAILURE TO COMPLY WITH THE ABOVE – TEAM PENALTY – LOSS OF POINTS – MATCH AWARDED TO THE OPPOSING TE

UNIFORMS:

- a) All players in a team must wear identical uniforms as per their affiliation form.
- b) to be able to take part in games.
- c) Pants must be full briefs. All team members to wear black pants. Black bike pants may be worn but may not extend below the skirt. Teams wearing body suits - uniform as per affiliation.
- d) Socks must be ankle length. No football socks, cut down socks or pom pom socks are permitted.
- e) Shirts must be tucked into skirts.
- f) Sports shoes must be worn.
- g) No tracksuit pants are permitted while playing.
- h) If a jumper is worn while playing, it must be the colour of the club shirt.
- i) A matching set of bibs must be worn while playing.
- j) No jewellery is permitted.
- k) All body jewellery must be removed no taping allowed
- l) Fingernails must be cut short – **not taped** OR gloves worn (as sold by SCNA).
- m) No jewellery to be worn under gloves.
- n) A **4 Goal** penalty will apply to all players deemed out of uniform.

FAILURE TO COMPLY WITH THE ABOVE – PLAYERS WILL BE SENT FROM THE COURT UNTIL IN CORRECT UNIFORM

PLAYING REGULATIONS:

- a) All players must be fully registered before taking the court.

- b) Club players cannot play in a club team in a lower division than the one in which they are registered.
- c) Players cannot de-register and then re-register in a lower club team in the same
- d) season without Executive Committee approval.
- e) If a club has more than one team in the same division, players must not interchange.
- f) Players wishing to transfer from one club to another during the season must
- g) complete a transfer form in duplicate.
- h) Players wishing to transfer from one club to another at the start of a season or play for another club in a different competition must complete a financial clearance.
- i) Clubs may borrow from lower division club teams provided 5 registered team members take the court. Borrowed player's team must be noted on the score sheet.
- j) If a player has played 5 higher grade games, she must register with the higher-grade team in which she played 5 games or one of the higher-grade teams.
- k) If there are less than 5 signatures on the score sheet, teams will be penalized.
- l) Players may play one game prior to paying registration and insurance provided they register on the TEMPORARY REGISTRATION CARD prior to taking court.
Prior to their second competition game players must complete the official TEAM REGISTRATION CARD when registration and insurance shall be paid. The first game played shall be classified a qualifying game for the final series of games.
A maximum of 2 players per team per game may register on the TEMPORARY REGISTRATION CARD FAILURE TO COMPLY WITH THE ABOVE: TEAM PENALTY - LOSS OF POINTS MATCH AWARDED TO THE OPPOSING TEAM.
- m) Substitutes – refer to the AANA rulebook.
- n) A player must have played 3 competition matches with a team to be eligible to play in the final series games with that team.
- o) A player must have played 3 competition matches with a team to be eligible for a trophy.
- p) Play must commence at the time set down
- q) There is no injury time. Teams will be given sufficient time to take a player
- r) off the court and make a substitution.
- s) A team must forfeit, if 5 registered team members cannot take the court.
- t) If a team gives sufficient notice of intent to forfeit, opposing team will be notified.
If opposing team has a player who needs to qualify for finals, that player must sign the score sheet and/or registration card as required.
- u) Teams who forfeit must pay a **FORFEIT FINE** 2 x game fees \$90 (GST inc)
This fine must be paid prior to the teams next fixture game
- v) A team will be asked to show cause why they should not be withdrawn from the competition after 3 forfeits.
- w) Teams to supply own scorers. Scorers to sit together with the score sheet.
If there is one scorer, the other team must accept the recorded score.
If there are no scorers for any part of the game, the score will be that from the time scorers are available.
- x) Games consist of ten (10) minute quarters with one (1) minute break at $\frac{1}{4}$ time and $\frac{3}{4}$ time and a two (2) minute break at half time.
- y) Points
- | | | |
|------------------------|-----|---|
| | Win | 3 |
| i. Draw | 2 | |
| ii. Loss | 1 | |
| iii. Win on Forfeit | | 3 |
| iv. Teams that forfeit | | 0 |
| v. Bye | 0 | |

a) The top four teams in each division at the end of the competition will play in the final series games as follows:

- i. Semi Final 1 v 2
(Winner to Grand Final)
 - a. 3 v 4 (Loser eliminated)
- ii. Final Loser of 1 v 2 plays winner of final.
- iii. Grand Final Winner of
1 v 2 plays winner of final.

If a team forfeits any final or is penalized for any infringement of the Constitution and By-Laws, it forfeits the right to continue in those finals or to be named runner up Trophies will be awarded to Winners and Runners-up only.

THE RULES LISTED ARE A GUIDELINE ONLY. PLEASE REFER TO THE SCNA CONSTITUTION AND BY-LAWS FOR A COMPLETE LIST OF RULES AND REGULATIONS