



2024 ELITE (LADIES) COMPETITION INFORMATION

- Our Tuesday night ladies competition is an elite competition which has two seasons each calendar year.
- Season 1 – 29 January – 27 May (finals played 3, 10 and 17 June)
- Season 2 - July to November (dates TBC)
- Minimum age applies of 14 years (must be turning 14 by 31 December 2024).
- Game times are 6pm and 6:50pm

Fees for 2024:

- Elite competition players are required to have a full player membership with NQ (\$112 in 2024).
- Our SCNA membership fee remains unchanged in 2024 and is \$10.00 per player. The membership fee is payable at the same time as you register for an SCNA competition via Netball Connect.
- Game fees per team/per game in 2024 are \$100

Games are played at the Gold Coast Sport and Leisure Centre, Carrara.



REGISTRATIONS:

- a) Registration cards must be fully completed with all details as requested by no later than the second week of competition.
- 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 TEAM

UNIFORMS:

- a) All players in a team must wear identical uniforms as per their affiliation form to be able to take part in games.
- b) Socks must be ankle length. No football socks, cut down socks or pom pom socks are permitted.
- c) Shirts must be tucked into skirts.
- d) Sports shoes must be worn.
- e) No tracksuit pants are permitted while playing.
- f) If a jumper is worn while playing, it must be the colour of the club shirt.
- g) A matching set of bibs must be worn while playing.
- h) No jewellery is permitted.
- i) All body jewellery must be removed no taping allowed
- j) Fingernails must be cut short – **not taped** OR gloves worn (as sold by SCNA). However, no jewellery to be worn under gloves.
- k) A **4 Goal** penalty will apply to all players deemed out of uniform without an exemption.

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 season without Executive Committee approval.
- d) If a club has more than one team in the same division, players must not interchange.



- e) Players wishing to transfer from one club to another during the season must complete a transfer form in duplicate.
- f) 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.
- g) 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.
- h) If a player has played 5 higher grade games, they must register with the higher-grade team in which they played 5 games or one of the higher-grade teams.
- i) If there are less than 5 signatures on the score sheet, teams will be penalized or DQ.
- j) Players may play one game prior to paying registration 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 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.
- k) Substitutes – refer to the 2024 World Rules of Netball rulebook. SCNA permits rolling substitutions but does not allow tactical substitutions or changes.
- l) A player must have played 3 competition matches with a team to be eligible to play in the final series games with that team.
- m) A player must have played 3 competition matches with a team to be eligible for a trophy.
- n) Play must commence at the time set down.
- o) There is no injury time. Teams will be given sufficient time to take a player off the court and make a substitution.
- p) A team must forfeit, if 5 registered team members cannot take the court.



- q) 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.
- r) Teams who forfeit must pay a **FORFEIT FINE** 2 x game fees \$200 (GST inc)
This fine must be paid prior to the teams next fixture game.
- s) A team will be asked to show cause why they should not be withdrawn from the competition after 3 forfeits.
- t) Teams to supply own scorers. Scorers to sit/stand together with the score sheet in the scorer's box as marked.
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.
- u) Games consist of fifteen (15) minute quarters with two (2) minute break at $\frac{1}{4}$ time and $\frac{3}{4}$ time and a four (4) minute break at half time.
- v) Points
 - i. Win 3
 - ii. Draw 2
 - iii. Loss 1
 - iv. Win on Forfeit 3
 - v. Teams that forfeit 0
 - vi. 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)
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