



REGULATIONS GOVERNING MATCH PLAY

Revised 2022

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GENERAL REGULATIONS

Interclub Matches

The Association may conduct winter interclub competition for NetSetGo, Junior, and Senior divisions. A summer competition may also include the same divisions as winter including a mixed competition in the grades where numbers permit.

Eligibility for Competition

- (1) NetSetGo 7 – 10 years of age as at 31st December
- (2) Junior 11 - 17 years of age as at 31st December
- (3) Senior 18 years and over as at 31st December

Registrations

- (1) Registrations shall be submitted to the Registrar on the (official) EHNA OR PLAYER HQ nomination forms with full details of all players.
- (2) An initial registration with a minimum of 7 players per team shall be lodged on the dates stipulated together with the FULL registration fee.
- (3) Clubs may register further players to a maximum of 12 players in total either using an EHNA form or completed on Player HQ. The registration fee to be paid before the commencement of their first game.
- (4) If a team registers with players of different ages and 3 or more players are older than the age limit for the division they have nominated for, the team will be placed up in the next age division.
- (5) Male players can play until they turn 12 years old, they cannot play the year they turn 13 years olds as at 31st December.
- (6) A registration fee as determined by the Management Committee shall be paid with the nomination form. No refund of this fee shall be made unless extenuating circumstances can be shown.
- (7) A player may only be registered with one club in any particular competition. If a player wishes to change clubs once the season has started this can only be done with permission from their original club and permission of the EHNA Management Committee.
- (8) Any player movement between teams or clubs on Player HQ must be approved by EHNA before it can take effect, or the player will be regarded as ineligible and penalties may apply.
- (9) Should an unfinancial club disband at the conclusion of a season, any member of the club registering with another club shall be required to pay her portion of the debt of the former club eg: if there are 10 players 1 x 1/10 to pay.
- (10) If a player concludes a season owing money to the Association they may not register for another season until outstanding money is paid.
- (11) The Club or independent team is responsible for payment of all **team/s** fees.

Refund of Fees

- (1) If a player has taken part in club training or played a game they will not receive a refund of their Netball WA fees. If a player has not trained or played a full refund of their Netball WA fees will be given, as long as the request is made prior to the Netball WA cut off date. A refund of EHNA fees will be given if a player withdraws prior to their first game.
- (2) If a player has played 1 – 3 GAMES a 50% refund of the EHNA fees will be given. No refund of the Netball WA fee will be made.
- (3) If a player has played more than 3 games no refund of any fees will be made.

Grading

Grading of teams will be carried out by the Competition Committee or a Grading Sub-committee. NetSetGo teams shall be paper graded only. Junior/Senior teams shall be paper graded and a “Grading Day Carnival” may be carried out if required by the Competition/Grading Committee. The format of the grading carnival is at the discretion of the Competition Committee. Once teams have been graded the Competition Convenor shall forward recommendations of the grades allocated to the Management Committee for final approval.

Where teams contain five or more players from the previous season, the Competition Committee will paper grade them based on their performance in the previous season and place them in the appropriate grade.

If three or more players are older than the graded age for a division the team will be graded in a higher division.

If a club nominates a team with a combination of 11 and 12 year olds to play in Junior, taking the above statement into account, the Association considers the club has accepted responsibility for the 11 year olds playing finals.

(1) **NetSetGo - Set**

For players aged 7 and 8 years of age as at 31st December. Separate grades based on age will be held where possible. NetSetGo rules will be used for this age group. No ladder or finals will be played.

(2) **NetSetGo - Go**

For players aged 9 - 10 years of age as at 31st December. Clubs are asked to group players of the same age together. If possible separate grades based on age will be held. To promote good sportsmanship it is recommended that male players be spread evenly over the court. No ladder or finals will be played.

(3) **Junior**

For players aged 11 – 17 years of age as at 31st December. Clubs are to group players of the same age/ability together prior to submitting registration forms and grading will be based on this information. Ladders will be produced and finals will be played.

(4) **Senior**

For players aged 18 years and over as at 31st December. An exception to the age limit will be made when a team's level of ability/development is recognised and the Competition Committee considers this justification for them to play in a higher grade.

Clubs are to group players of the same age/ability together prior to submitting registration forms and grading will be based on this information. The minimum age to play in the Senior Grade is 15 years of age as at 31st December. Ladders will be produced and finals will be played.

Re-Grading

Teams may be re-graded in any competition as needed.

Any team wishing to be considered for re-grading must submit their request in writing to the Competition Convenor no later than the Wednesday prior to the third round of fixtures. The Competition Committee shall meet to discuss any re-grading and then forward re-grading recommendations to the Management Committee for final approval. Any re- grading for the season shall be finalised prior to the fourth round of fixtures.

Any team that participated in a game involving a team which has been re-graded, the match is declared a draw with both teams receiving ten (10) goals and one (1) premiership point. The Competition Convenor will ensure the remaining fixtures are as fair as possible to all teams.

MIXED NETBALL

Winter Competition – NetSetGo and Junior

Competition rules shall be implemented with the addition of:

- (a) Male players shall wear approved sports shorts the same colour as the female approved sports skirts, and wear a shirt/singlet the same colour and design as the female dress/shirt/singlet.
- (b) Players will not be discriminated against based on gender and may play in any position.
- (c) There are no restrictions on the number of males that may be registered in a team.
- (d) Male players can play until they turn 12 years old, with the exception of 12 year old boys whose strength, stamina and physique may be excluded under exception 35(1). (*Netball WA Guidelines*)
- (e) Male player cannot play the year they turn 13 years old as at 31st December.

Summer Competition – Mixed Senior

Competition rules shall be implemented with the addition of:

- (a) There shall be no more than three male players on the court during play.
- (b) It shall not be necessary for male players to be opposed to male players.
- (c) Males players shall play one in each third. For example:
 - (1) GS or GA
 - (2) WA or C or WD
 - (3) GD or GK
- (d) Male players shall wear approved sports shorts the same colour as the female approved sports skirts and the approved team shirt.
- (e) There are no restrictions on the number of males that may be registered in any one team; however there may be a maximum of three (3) males on the court at any one time. Males may play in all positions.

Club Colours & Uniforms

- (1) Each club shall wear a uniform which displays the club colours. Primary school colours are automatically included in club colours for NetSetGo and Junior competition.
- (2) The Competition Committee shall approve colours, uniforms and bibs before being adopted by a club. No changes shall be made to their uniform without first obtaining permission. Priority of registration shall determine the exclusive right to wear a particular uniform, colours or bibs.
- (3) New teams and or/clubs must check colours they wish to use through the Competition Committee and submit their colours, uniform and bibs in writing to the Registrar for consideration and wait for approval before using the proposed colours/uniform.
- (4) NetSetGo and Junior No Finals - players may wear approved sport skirts or approved sport shorts irrespective of gender depending on their club uniform policy. Players may wear a long sleeved t-shirt/jumper of the same club colour or black under their uniform top and black or club colour leggings under their skirt/shorts.
- (5) Junior & Senior Players - players can wear either dress / skirt and top / shorts and top as long as the whole team is wearing the same club uniform. Skirt/Shorts must be appropriate sports attire and approved by the club. Players wearing inappropriate length will be asked to leave the court and the club informed. Skirt/Shorts can be either plain black or club colours with only club logo acceptable. Plain black bike pants no longer than knee length may be worn under their dress or skirt. Clubs are responsible for their own uniform policy within the boundaries set out in the RGMP.
- (6) Suitable sporting footwear shall be worn.
- (7) All players must be in team uniform after the third fixture date. This includes fill in players who must wear the correct team uniform. Players are not permitted to take the court until the correct team uniform is worn.

Sponsorship

If a club/team receives sponsorship and they wish to add a logo to their uniform, they must submit an example of the logo and where it will be located on the uniform to the Competition Committee for consideration. Sponsor's name and/or logo (up to two sponsors permitted) may only appear once on any playing article of clothing ie.dress,skirt, top, knickers, socks. Name/logo may not exceed 64sq cm.
Non-playing articles of clothing have no restrictions.

Cancellation of Matches/ Incomplete Matches

In the event of inclement weather or unforeseen circumstances the Management Committee must agree whether play will proceed.

If a match is started and is not completed:

- 1) Prior to half time the score shall be 10-10
- 2) After half time the score when the match is stopped shall be the final score.

In the event of cancellation of all games on a day, the day will be treated as a general bye and games will not be rescheduled.

Team/Club Withdrawals

When a club/team is withdrawn after commencement of the season, all points and goals scored in matches involving the club/team prior to its withdrawal shall be cancelled.

Smoke Free Sporting Group

Eastern Hills Netball Association is a Smoke Free Sporting Group. There is to be no smoking within the Mundaring Recreation Grounds when EHNA competitions are running. The Smoke Free zone starts at the entrance gate and includes all car parks, areas around the Arena, outdoor courts and football oval.
Eastern Hills Netball Association, as an affiliate of Netball WA, is sponsored by the Smarter than Smoking initiative.

Emergency Procedure

In the case of an emergency evacuation of the Mundaring Arena, all games will cease on the outdoor courts as well as inside the Arena.

EHNA Emergency Evacuation Team will be in charge of the evacuation process. All persons are to listen to the instructions from the Emergency Evacuation Team and leave the Arena and outdoors courts immediately in a safe manner. Everyone is to go to the Muster Point on the oval ONLY remain there until directed otherwise by a member of the Emergency Evacuation Team.

COVID

Eastern Hills Netball Association is governed by three tiers of COVID restrictions and regulations – Shire of Mundaring / Netball WA / WA State Government. All EHNA members and spectators are to comply with the current COVID regulations outlined by EHNA. If these regulations are breached appropriate action will be taken which may include refusing entry to Mundaring Arena and outdoor courts, and/or termination of membership to EHNA.

PHOTO/VIDEO PERMISSION

Photos and/or video can not be taken of players without first gaining permission from both teams. This is due to some players being under the protection of DCP, or players not wanting their image to be taken due to personal, religious or cultural reasons.

PLAYER REGULATIONS

Only players that are registered with Netball WA are allowed to play netball at EHNA. A player must be registered with Netball WA or have purchased a Netball WA Single Game Voucher prior to the start of the game. If a club wishes to register a new player, the Registrar is to be informed and their registration fee paid to EHNA prior to playing. If this has not been done they must purchase a Single Game Voucher. Single Game Vouchers are purchased from the office. **ANY PLAYER MOVEMENT BETWEEN TEAMS OR CLUBS ON PLAYER HQ MUST BE APPROVED BY EHNA BEFORE IT CAN TAKE EFFECT, OR THE PLAYER WILL BE REGARDED AS INELIGIBLE AND PENALTIES MAY APPLY.**

Interchange of Players

- (1) No registered player shall play in a lower team of his/her club unless permission by the Competition Committee has been granted to “Play Down”.
- (2) An application for a player to “Play Down” to a lower team shall be lodged in writing with the Competition committee, in sufficient time for the Committee to consider the application prior to the commencement of the match. The application shall state the reason for the transfer. Only in special circumstances when it is proven to the satisfaction of the Committee that an unfair advantage is not the objective of the team may a transfer be granted.
- (2) When it occurs that a club has two or more teams registered in the same grade there may be no interchange of players between teams, except in NetSetGo.
- (3) If a team is short of players they may “Play Up” a player from a team in a lower grade of the same club. Players may “Play Up” in the same team twice (2) in a **season which includes semi final, preliminary final and grand final**. If a player “Plays Up” a third (3) time they automatically become a member of the higher team and may no longer play in the lower grade for the remainder of the season. Should the player play again in the lower grade the player shall be considered ineligible and the team penalised accordingly.
- (4) A player can only be on one scoresheet for each timeslot. A player can not move between two teams at the same time.
- (5) If a club wishes to permanently transfer a player from a lower to a higher graded team the club shall notify the EHNA registrar.

Fill-in Players and Single Game vouchers

- (1) Fill-in players must wear the correct TEAM uniform or they may not take the court.
- (2) If a non EHNA player (with current Netball WA membership) is required to fill-in for a team a Single Game Voucher is not required. The player’s name, address and current Netball WA membership number must be provided on the back of the scoresheet. Failure to do so will render the player ineligible and the team will be penalized accordingly.
- (3) If an unregistered player (with NO current Netball WA membership) is required to fill-in for a team then a “Single Game Voucher” must be purchased from the office for the amount stipulated by EHNA before the player takes the court. This covers the player for insurance for that game only. The player’s name and the number of the Single Game Voucher is to be written on the back of the scoresheet. If no voucher is purchased this player will be considered an ineligible player and the team penalised accordingly
- (4) A fill-in player may only play twice for the same team under either (2) and (3) set out above. If after playing twice the player wishes to join the team, monies spent on Single Game Vouchers is not refundable or deductible from the full registration fee which must be paid prior to the commencement of their third game. The club will inform EHNA Registrar that the player has joined the team prior to the commencement of their third game.

- (5) If a fill-in player plays MORE than twice (2) for the same team without registering as a team member, the player shall be considered ineligible and the team penalised accordingly.
- (6) Fill-ins are not eligible to play in finals.
- (7) A player who plays up from a lower grade forms part of the team for that game. As such, even if the player does not take the court they are available to do so like all members of that team. Regardless of whether they take the court or not they are regarded as having played up for that game.
An exception is made if a game is forfeited, then a player who intended to play up is deemed NOT to have played up.

Ineligible Players

- (1) In the event of an ineligible player playing in a team, if the offending team wins the match they shall lose four (4) points , (two (2) points for playing an ineligible player, and forfeit the two (2) point for the win), plus any goals scored. The non –offending team is deemed to have won the game and receives two (2) points plus any goals scored or ten (10) goals whichever is the greater.

If the offending team loses they shall lose two (2) points plus any goals scored and the non-offending team receives two (2) points for the win and goals scored or ten (10) goals whichever is the greater.

- (2) An unregistered player is considered ineligible to play and the team shall be penalised accordingly.
- (3) In the event of a false recording on a name on a score card, the player who plays under the name shall be deemed not to have yet played on that day at all, for the purpose of qualifying for final matches. Any misleading information shall be discussed by the Competition Committee and an appropriate penalty applied.

Match Eligibility

No team may take the court with fewer than five (5) players and all five players must be registered in the team concerned. Fill-ins and players playing up from a lower grade can only be used after the initial five registered team players have taken the court. This ruling applies to each time a team takes the courts, including at the start of each quarter and after an injury time. If at team only has five (5) registered players and one of them is injured and is required to leave the court, the position must remain empty and cannot be filled by a non-registered team member. The player has ten (10) minutes to rejoin the game or it is a forfeit. If an injury leaves the team with less than 5 players on the court the game is a forfeit.

Pregnant Players

(As per Netball WA policy.)

Preventing a woman from playing because she is pregnant may breach anti-discrimination legislation; however, because clubs also have a Duty of Care to the woman and her unborn child, it is suggested that administrators and coaches warn pregnant players about the possible risks involved in their participation and advise them to seek medical advice.

Player Coaches

1. A member who is registered with Netball WA as a player may also coach.
2. A member who is registered with Netball WA as a coach and then wishes to play will be required to pay the appropriate registration fee as a player to the Association either a) when the team registers at Registration Day or b) when they join the team during the season.
3. A member registered with Netball WA as a coach does not need to purchase a No Single Game Voucher to play for a team twice but is required to fill in their details on the back of the scoresheet. Before playing a third time for the same team the coach must register as a player and pay the appropriate registration fee, and inform EHNA registrar.

MATCH REGULATIONS

Match Officials

- (1) The officials of the game shall be the umpires and scorer and timekeepers. The first named team in the fixture shall provide the official scorer and the other team the ball. The first mentioned team should collect the scoresheet from the office. Only one scoresheet shall be used at each match.
- (2) If possible Association or independent scorers shall officiate for finals.

Scoresheets

Scoresheets are to be filled in correctly showing a) centre passes taken; b) name of all team players present and available for the game regardless of whether they took the court or not; c) scoring of goals for each team ; d) signature of team captains and umpires.

Teams are to write the names of players who either a) play up for a lower grade or b) use a SGV in the area provided on the reverse of the scoresheet. Names of additional players not printed on the scoresheet must be added to the team player list on the front of the scoresheet before the commencement of the game.

Player positions for each quarter to be entered on the scoresheet before the end of the game.

All areas of the scoresheet must be completed before the team captain and umpires sign the scorecard as a true and accurate account of the game. The game result can not be accepted until this has occurred.

Completed Scoresheets, showing the results of the match, names of players, the grade of the team and date of match, shall be placed in the box provided or handed to the officer manager before leaving the grounds each playing day. This is to be the responsibility of the umpires.

It is recommended that a member of the non-scoring team sit with the official scorer to avoid potential disputes.

Two points shall be awarded for a win and one point for a draw.

Forfeiture

Any team forfeiting a match shall notify the Competition Convenor by 6pm on the day prior to the scheduled match.

- (1) When a team forfeits a match two points for a win and ten (10) goals shall be credited to the opposing team. Ten (10) goals shall be debited against the team forfeiting and two points deducted. An additional financial penalty may be imposed.
- (2) If a team forfeits three (3) times in a season and are unable to show due cause, that team may be withdrawn from the competition. All fees and monies paid by the team to EHNA will be forfeited. Fixtures, points and results from games played against the team may be adjusted.
- (3) If a team fails to take the court with a minimum of 5 registered players within 10 minutes of the start of the game it will be treated as a forfeit.
- (4) If a team has 5 registered players present they must take the court and play unless the other team agrees to not play. If the game is not played it will not be re-scheduled and will be recorded as a draw with a score of 0-0.

Protests and Disputes

A club/team wishing to protest the result of a game, umpiring decision or EHNA Management decision shall follow the protocol outlined in the EHNA Constitution – Part 5, Division 3 RESOLVING DISPUTES.

Timing of Games

All games will be centrally timed unless games of a different duration are being played at the same time, i.e. NetSetGo & netball. When this occurs one format will use a hand timer.

Injury Time

During each quarter when a player is injured the player must leave the court for treatment within 30 seconds. Her position can be filled by another player or left vacant for her to re-enter the game. She may re-enter the game after a goal is scored, after an interval or when play is stopped for another injury time. All stoppages for injury or blood are 30 seconds. There is no limit to the number of stoppages. Further explanation is set out in Netball Australia Official Rules of Netball 2020. The clock shall only be stopped during Finals matches where individual timing shall be carried out.

Final Matches

- (1) The Association may present trophies to the winning team.
- (2) At the conclusion of fixture competition, finals shall be played as follows:

Semi-Finals	1 v 2	&	3 v 4
Preliminary Finals	Loser of 1 v 2	Plays winner of	3 v 4
Grand Final	Winner of Semi Final 1 v 2	Plays winner of Preliminary Final	
- (3) Under the above method for final matches, no club/team has the right to challenge. Where a team decides to forfeit a final match (semi-final, preliminary or Grand Final), the team that finished in the next highest position may take their place in the final.
- (4) Where teams finish the season with an equal number of premiership points, the relative positions on the premiership table are decided by goal percentage, dividing the goals scored by the goals against.
- (5) In the event of a draw in final matches teams will have a 3 minute break before extra time begins. Team changes/substitutions may be made. A further two halves of seven (7) minutes with a break of 1 minute at half time will be played. Should the result be a draw at end of extra time a visible sign will be used to notify the umpires of this and play shall continue until one team has a two (2) goal advantage.
- (6) All players shall have played at least three games for their club/team during the season as a registered member to qualify to play in Final Matches. Single Game Vouchers are not counted. For playing an unqualified or unregistered player the team shall forfeit the match.
- (7) If a player's name is written on the scoresheet and that game is forfeited by the other team, this shall count towards the three games necessary to qualify for finals.
- (8) All final matches shall be hand timed so that injury time can be applied.

Umpires

- (1) When possible the Association will supply umpires. However, if teams are required to supply an umpire this will be listed in the fixtures.

If an umpire :-

 - (a) failures to attend;
 - (b) fails to umpire the whole match;
 - (c) umpires without whistle;The team will receive a penalty of loss of two (2) points.
- (2) The Association shall conduct Umpires Courses each season. All umpires must be registered with Netball WA.
- (3) The AUDO may coordinate a squad of umpires and provide these for association games and carnivals as needed.
- (4) The AUDO shall arrange practical tests for umpires wishing to be considered for National Badging.

DEVELOPMENT

PLAYER DEVELOPMENT PROGRAM

AIM

To identify players demonstrating a keen interest in netball with above average ability and the desire to play at a higher standard.

To provide a structure which enables players to reach their individual potential while fostering team spirit.

To improve the overall standard of play at Eastern Hills Netball Association.

To select players to represent Eastern Hills Netball Association at carnivals.

SELECTORS

The Development Committee will *where possible* choose independent selectors with experience in talent identification.

SELECTION PROCEDURE

Trials will be held at a time and location determined by the ADO. All registered and affiliated players of the Association are entitled to trial. All Development players must be affiliated member of EHNA.

Players must be committed to the program for the entire season and be available for carnivals as determined by the Development Committee.

Development squads may be selected in the following age groups:

Ladies - 12 and under, 13 and under, 14 and under, 16 and under, 20 and under, and Open.

Mens - 15 and under, 18 and under.

A combination of age groups may be deemed necessary due to the number of players trailing/available.

DEVELOPMENT FORMAT

An initial squad of players selected from the trial process. Additional players may be added after the program has commenced. Final teams will be selected based on skill and potential.

EHNA development teams are not allowed to play in the EHNA winter season unless approved by the Management Committee (Refer page 3 Registrations item 7).

CARNIVALS

MEMBER ASSOCIATION CHAMPIONSHIPS

The number of teams will be at the discretion of the AUDO and approval of the Management Committee.

Development squads/teams may also be entered into other carnivals during the season that are considered to be of benefit to the teams involved and that assist in the "Aim" of Player Development (Refer page 14)

The Management Committee upon recommendation of the Development Committee shall approve entrance into additional carnivals.

PLAYERS

Players selected for development teams may be asked to sign a commitment contract. Should the contract be broken during the season and the player can not show just cause, then the player concerned may not be eligible to trial the following year. This will be at the discretion of the Management Committee upon recommendations from the Development Committee.

Development players will be expected to follow the following code of conduct:

PLAYER CODE OF CONDUCT

1. Participate because you enjoy it, not just to please parents and coaches.
2. Play by the rules.
3. Participate fairly and safely.
4. Abide by decisions, without argument or bad temper.
 - a. Captains have the right to approach an umpire during an interval or after the game for clarification of any rule.
 - b. Approach the umpire in a courteous and polite way.
5. Co-operate with your coach, and other players.
 - a. Verbal abuse of officials or other players, deliberately fouling or provoking an opponent and throwing/ damaging equipment is not acceptable or permitted.
 - b. Treat all players as you would like to be treated.
 - c. Ensure that your behaviour is fair at all times.
 - d. Be a patient and enthusiastic supporter of fellow players.
6. Applaud all good play, by your own team and opponents.
7. Be a responsible team member.
 - a. Always be on time.
 - b. Encourage and assist all players.
 - c. Attend all training sessions.
 - d. Ensure you always bring the appropriate uniform and equipment to training and/ or matches.
8. Notify EHNA Development Officer if you will be absent from training. If you miss more than 4 training sessions, your position in a team may be jeopardised.
9. Do not engage in practices that affect sporting performance (alcohol, tobacco and drug use).
10. Respect and acknowledge the contribution of those who create the opportunity for you to play (volunteers –coaches, umpires, scorers, timekeepers, administrators).

By selecting the Player Agrees option regarding this question in the online registration form players are agreeing to abide by this Code of Conduct

PARENT/ GUARDIAN

Player parent/guardian of an EHNA representative player is also expected to display appropriate behaviour which is set out below.

PARENT / GUARDIAN CODE OF BEHAVIOUR

1. Teach your child that an honest effort is as important as victory, so that the result of each game is accepted without undue disappointment.
2. Encourage your child to play always according to the rules.
3. Never ridicule or yell at a child for making a mistake or losing a game.
4. Remember that children learn best from example. Applaud good play by all players.
5. If you disagree with an umpire or coach raise the issue through the appropriate channels rather than question their judgement and honesty in public.
6. Do not publicly question the umpire's judgement and never their authority.
7. Support all efforts to remove verbal and physical abuse.
8. Recognise and respect the value and importance of volunteer administrators, coaches and 'umpires. They give up their time and resources to provide recreational activities for players and deserve your support.
9. Be a model of good sports behaviour for children to copy.

10. Be courteous in communication with administrators, coaches, players and umpires. Teach children to do likewise.
11. I will notify the coach/ or EHNA Development Officer if my daughter/son will be absent from training. If your daughter/son misses more than 4 training sessions, their position in a team may be jeopardised.
12. If your daughter/son sustains an injury – please notify EHNA Development Officer ASAP and physio report must be provided prior to training. Depending on the injury, recovery time expected and timing of injury, a decision will be made to continue playing or to withdraw from the program.

By selecting the Parent Agrees option regarding this question in the online registration form parents are agreeing to abide by this Code of Conduct

COACHES

The Management Committee upon recommendations from the Development Officer appoints coaches for the Association teams on an annual basis. These positions may be advertised to all clubs and interested persons. Applications are to be submitted in writing to the Development Committee who shall make appropriate recommendations to the Management Committee. It is preferable that coaches do not coach their own children.

COACHING CRITERIA

All coaches need to be of the level required by NetballWA to be able to coach at each of their competitions. This may differ depending on the competition, and EHNA coaches qualifications need to be relevant to the age group and competition the team is competing in .

Coaches will be expected to follow the behaviour set out in the Code of Conduct.

COACH CODE OF CONDUCT

1. Be reasonable in your demands on the player's time, energy and enthusiasm. Remember they have other interests.
2. Teach your players that rules of the games are mutual agreements, which no one shall evade or break.
3. Group players according to age, height, skill and physical maturity whenever possible.
4. Avoid over playing the talented players. The average players need and deserve equal time.
5. Remember that children play for fun and enjoyment and that winning is only part of it. Never ridicule or yell at the players for making mistakes or losing a game.
6. Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of players.
7. The scheduling length of practice times and competitions should take into consideration the maturity level of the players.
8. Develop team respect for the ability of opponents as well as for the judgement of umpires and opposing coaches.
9. Follow the advice of a doctor in determining an injured player is ready to play.
10. Remember that players need a coach they can respect. Be generous with your praise when it is deserved and set a good example.
11. Make a personal commitment to keep yourself informed on sound coaching principles and the principles of growth and development of players.

By selecting the Coach Agrees option regarding this question in the online registration form co

COACH DEVELOPMENT

The ADO may run coach development program or specialist sessions for club and association coaches. Aim is to improve the knowledge of coaching techniques and identify coaches that may want to progress their coaching qualifications.

UMPIRE DEVELOPMENT

AIM

To form a squad of persons with a keen interest in netball and the desire to umpire. To provide umpires for games held at the Association during the season.

To improve the overall standard of umpiring at Eastern Hills Netball Association.

Provide appropriate training and aid in the development of each individual to reach their fullest potential.

Ensure all umpires are informed of changes in the rules of netball as per Netball Australia.

SELECTION CRITERIA

Umpires are to be affiliated with Netball WA for insurance purposes.

Umpires should be a minimum of 2 years older than the grade they are umpiring except where approved by the AUDO where their level of umpiring is appropriate to the level of game.

It is recommended that umpires do not umpire siblings.

MATCH PAYMENTS

Umpires may be paid according to their age and standard attained.

POLICIES

CODE OF CONDUCT

Players

- Play for the fun of it, not just to please parents or coach.
- Play by the rules.
- Never argue with the umpire's decisions.
- Let your captain or coach ask questions at appropriate intervals.
- Control your temper.
- Work equally hard for yourself and your team – your team's performance will benefit and so will your own.
- Be a good sport. Cheer all good play, whether your team's or your opponents.
- Treat all players, as you yourself would like to be treated.
- Don't interfere with, bully or take unfair advantage of any player.
- Remember that the goals of the game are to have fun and improve your skills.
- Respect your coach, team mates and opponents. Without them you don't have a game.

Coaches

- Be reasonable in your demands on the player's time, energy and enthusiasm. Remember they have other interests.
- Teach your players that rules of the games are mutual agreements, which no one shall evade or break.
- Group players according to age, height, skill and physical maturity whenever possible.
- Avoid over playing the talented players. The average players need and deserve equal time.
- Remember that children play for fun and enjoyment and that winning is only part of it. Never ridicule or yell at the players for making mistakes or losing a game.
- Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of players.
- The scheduling length of practice times and competitions should take into consideration the maturity level of the players.
- Develop team respect for the ability of opponents as well as for the judgement of umpires and opposing coaches.
- Follow the advice of a doctor in determining an injured player is ready to play.
- Remember that players need a coach they can respect. Be generous with your praise when it is deserved and set a good example.
- Make a personal commitment to keep yourself informed on sound coaching principles and the principles of growth and development of players.

Parents

- Do not force any unwilling child to participate in sport.
- Remember children are involved in organised sport for their enjoyment.
- Encourage your child always to play by the rules.
- Teach your child that honest effort is as important as victory so that the result of each game is accepted without undue disappointment.
- Turn defeat into victory by helping your child work towards skill improvement and good sportsmanship. Never ridicule or yell at your child for making a mistake or losing a game.
- Remember that children learn best by example, Applaud good plays by your team and their opposition.
- Do not publicly question the umpire's judgement and never their authority.
- Support all efforts to remove verbal and physical abuse from children's sport.
- Recognise the value and importance of volunteer coaches. They give their time and resources to provide recreational activities for your child.

Spectators

- Remember that people play organised sports for their own fun. They are not there to entertain you and they are not professional athletes.
- Be on your best behaviour. Don't use profane language or harass players, coaches or umpires.
- Applaud good play by your own team and the opposing team.
- Show respect for your team's opponents. Without them there would be no games.
- Never ridicule or scold a player for make a mistake during a game.
- Condemn use of violence in all forms.
- Respect the umpire's decision.
- Encourage players always to play according to the rules.

Umpires

- Maintain a good understanding & knowledge of the rules of the game.
- Be consistent in applying the rules.
- Use a loud clear voice to state penalties.
- Be able to be approached by players and answer questions regarding rules and interpretations.
- Give full attention and concentration throughout the entire game.
- Have a friendly and pleasant manner.
- Be aware of over-umpiring and over-anticipating infringements.
- Dress appropriately.
- Ensure players, coaches, parents and spectators abide by the rules of conduct.

Management Committee

- Must respect the regulations and authority of Netball WA and its member organizations, and not attempt to avoid or circumvent these regulations.
- Must address all issues promptly and in an objective manner, retaining equity and fairness at all times.
- Must attend all meetings to remain informed and ensure a positive contribution.
- Must complete and present all required reports.
- Must support committee decisions at all times in a united front.
- Must address all areas of conflict at the earliest opportunity.
- Must recognise that issues discussed at Management Committee meetings may require confidentiality and will be identified at each meeting.

DISCIPLINE

Players/Team Officials/Spectators

Any action taken by players or team officials which undermines the authority or well-being of an umpire during the course of a game shall first be dealt with according to Netball Australia, Rules of Netball section V-Discipline.

In addition to this, any action taken by players, team officials or spectators which undermines the authority or well-being or any umpire, convenor, committee member, player, club official or other spectator shall also be dealt with as follows:

- (1) If an umpire or committee member feels that action (physical and/or verbal) taken by spectators is in breach of the prescribed code of conduct - specifically continual bad language, abuse or threatened violence - they will stop the match and issue a warning to the team captain. They will then advise the coach of the action which is in breach of the code and, where possible, the person/s offending.
- (2) Failing an improvement in behaviour, the umpire will make a notation on the back of the scoresheet and submit a written report to the Management Committee. When an umpire has lodged a complaint, both umpires officiating shall attend a meeting with the Management Committee. The hearing shall be held during the week following the match. The Secretary shall ensure that the individuals and Club concerned are notified of the meeting. The Management Committee will take appropriate action, this may include loss of team points, a warning to an individual or in extreme circumstances the permanent removal of an individual from attending Saturday competition.
- (3) If the individuals wish to appeal the Management Committee's decision they can appeal for mediation as outlined in the EHNA Constitution 2018. – Part 5, Division 3 RESOLVING DISPUTES.

ALTERATIONS TO THE REGULATIONS GOVERNING MATCH PLAY & POLICIES

- (1) Prior to the commencement of a new competition, Clubs may forward any recommendations to the Management Committee for alteration to the Regulations Governing Match Play & Policies to be considered at the next Management meeting. However such recommendations shall have no effect unless passed by the Management Committee.
- (2) The Regulations Governing Match Play & Policies may be reviewed annually by the Management Committee. Alteration must be complete and forwarded to clubs two (2) weeks prior to registration day set by EHNA Committee.
- (3) Once a new competition has commenced there may be no alterations made to the Regulations Governing Match Play & Policies.