

## **PART FOUR    COMPETITION REGULATIONS - SOCIAL NETBALL and INSIDE 5 ASIDE**

### **4.1    REGISTRATIONS**

The registration process shall be completed by the due date and submitted with payment.

### **4.2    TEAM FEES**

Shall be determined by the Board and payable in full on registration close off date. In the event of a team not prepaying, the team will not be placed on the draw for the competition until fees are paid.

### **4.3    GRADING**

NNH's Competition manager is responsible for grading teams if required.

### **4.4    DURATION OF GAMES**

- a. **Social Netball** - Games will consist of four (4) x ten (10) minute quarters. The breaks will be two (2) minutes
- b. **Inside 5 Aside** – Subject to age group and competition format that games may range from four (4) quarters of eight (8) minutes to four (4) quarters of fifteen (15) minutes. The breaks will be 1/2/1 or 2/3/2 respectively.

### **4.5    TIMING OF GAMES**

Teams must be on court ready to play within five (5) minutes of the official signal for the commencement of the game or lose by default.

### **4.6    OFFICIAL SCORE**

Where teams are required to keep the score for their games, one person from each team (can be a team member or supporter) shall stand together and ensure that the goals go on the "correct side". Whoever is actually keeping the "official" score must allow a person from the other team to watch as goals are recorded. There is no official rule as to who has the right to take the score and whether each team has to have a turn during the game.

The score card must be signed by Teams Scorers at the end of each game as a witness to the official score.

The score must be recorded on the NNH official score card and this is the only result that will be recognised by NNH.

### **4.7    POINTS**

**40 Minute Game** - For competition games, four (4) points shall be awarded for a win, two (2) for a draw, one (1) for a loss when the losing score is three goals or less of the winning score. A Win by Default shall be four (4) points, and no points are awarded to a team for a Loss by Default.

**Inside 5 Aside** – Scoring during the game shall be;

One (1) point for a goal scored from within the dotted line of the goal circle

Two (2) points for a goal scored from within the dotted line and goal circle

Three (3) points for a goal scored from within the goal third, outside of the goal circle.

### **4.8    PROTESTS**

Any protest on a game must be lodged in writing by the management of the team involved, together with the requisite fee within five (5) working days of an incident. A Protest Committee - appointed by NNH - will deal with all protests.

It is the responsibility of both teams to ensure that the correct score is recorded during the game on the official score card; therefore, protests regarding the official score will not be accepted.

Protests regarding umpiring decisions will not be accepted unless a NNH Official has been called to the court during the game and is prepared to support a protest.

#### **4.9 DEFAULTS**

Teams who wish to default games, are asked to advise the NNH Office as soon as they are aware that they will be defaulting. If defaults are notified prior to game day, the Office will endeavour to contact opposition teams. If defaults are notified on game day every effort will be made to advise the opposing team before the commencement of the games.

Teams who have been advised of a default prior to the game time do not have to turn up in order to gain the Win by Default points.

#### **4.10 CANCELLATIONS**

Following a decision by NNH Officials' responsible for that competition, cancellations will be advertised as follows:

- a. Netball North Harbour Website: [www.netballnorthharbour.co.nz](http://www.netballnorthharbour.co.nz) will have a game status of play update and Newsflash advising of the cancellation.
- b. Netball North Harbour Facebook page

Note that netball is primarily a winter sport and rain is not considered a safety hazard.

All competition play will automatically be cancelled if a Civil Defence warning is publicly issued. If cancellation is in doubt the final cancellation decision is to rest with the CEO or nominee.

#### **4.11 EQUIPMENT**

All team equipment should be supplied by the team.

**Inside 5 aside** – Bibs will be supplied by NNH.

#### **4.12 UNIFORM**

Teams must appear uniform in appearance.

#### **4.13 JEWELLERY**

No jewellery is permitted to be worn or taped (with the exception of medical alert bracelets /necklaces and flat wedding rings). This is for safety reasons and will be strictly enforced as either the wearer, team member or opponent can be injured if jewellery is worn.

#### **4.14 FINGERNAILS**

Social Adult competition suitable gloves must be worn over long fingernails.

#### **4.15 UMPIRES**

Umpires to be supplied by teams unless otherwise indicated in the competition rules. Competition cost will reflect where umpires are provided.

If a team does not supply an umpire one of the team playing members must umpire for the complete game.

#### **4.16 PRIZES**

Prizes will be awarded as promotion material is identified.

**Interpretation of Regulations** not provided for in these Regulations and any questions arising as to the interpretation shall be decided by the Board.