

HUME FOOTBALL NETBALL LEAGUE
NETBALL POLICIES

(February 2025)

CONTENTS

- 1. DEFINITIONS**
- 2. GENERAL**
- 3. FEES**
- 4. REGISTRATION**
- 5. TIEING OF PLAYERS**
- 6. UNIFORMS**
- 7. CONDUCT OF MATCHES**
- 8. ADANDONED MATCHES**
- 9. POINTS**
- 10. UMPIRES**
- 11. FINALS**
- 12. BEST AND FAIREST AWARDS**
- 13. PROTESTS & DISPUTES**
- 14. PENALTIES/FINES**

1. DEFINITIONS

HFNL – Hume Football Netball League Pty Limited

Hume Netball Association – the netball part of the HFNL. For affiliation purposes with Netball NSW.

HFNL Netball Sub Committee – comprises of a group of office bearers as elected at the HFNL Netball Sub committee AGM as per the Netball Sub Committee Terms of Delegation.

HFNL Netball Sub Committee executive – comprises of the President, Vice President, Secretary and Treasurer of the HFNL Netball Sub Committee.

Delegate - A representative member of an affiliated Club who has voting rights on behalf of the Club at a League meeting.

2. GENERAL

- 2.1 The HFNL encourage and promote the sport of netball in the HFNL region.
- 2.2 The Hume Netball Association will affiliate annually with Netball NSW.
- 2.3 All HFNL Netball competitions will be governed by these Competition policies and all applicable Netball NSW and Netball Australia policies.
- 2.4 The HFNL Netball Sub committee in consultation with the HFNL Board may regulate any matters not provided for in these policies in its sole and absolute discretion.
- 2.5 All correspondence from clubs must be sent on an official club letter head by a club executive member to the HFNL Netball Sub Committee Secretary.

3. FEES

- 3.1 Fees shall be determined annually at the HFNL Netball Sub-committee AGM.
- 3.2 Club affiliation and merchandise fees (match day netballs, scorebooks etc) shall be paid with the first invoice sent out by the General Manager.

4. REGISTRATION

4.1 Club Registration

- a) Club registrations will be done via the PlayHQ portal. This includes registrations of:
 1. All playing members
 2. All non-playing members (coaches, team managers, committee members, umpires etc)
 3. An Umpire's Advocate
- b) Registrations may be accepted by the HFNL Netball Sub Committee Registrar up until the close of the delegates meeting held the Wednesday after 9 (nine) home and away matches.

4.2 Team Descriptions

- a) Seniors – A, B, C, and C Reserve Grades – open (no age limit).
All Clubs shall nominate an A Grade team first, then B Grade, then C Grade and C Reserve, in that order. The HFNL Netball Sub Committee and delegates shall decide any exception to this rule.
- b) 17&Under - Players who are under 18 years of age by 31st December in the year of play.
- c) 15&Under – Players who are under 16 years of age by 31st December in the year of play.
- d) 13&Under – Players who are under 14 years of age by 31st December in the year of play.
Teams in this age group may include boys.
- e) 11&Under – Players who are under 12 years of age by 31st December in the year of play.
Teams in this age group may include boys.
- f) Clubs may also run 'Net-Set-Go' programs separately to the above competition.
- g) A player cannot play in a team younger than their age division unless they have a certified medical condition and permission is received from the HFNL Netball Sub Committee.

4.3 Individual Registration

- a) Definition of a registered player:

A player is deemed to be registered with the Hume Netball Association when they appear as a player on the PlayHQ database for their affiliated club.

- b) Definition of an ineligible player

A player is deemed to be ineligible if they are:

- 1. not registered,
- 2. playing in an incorrect age group,
- 3. playing in a lower senior grade after having played nine (9) matches in a higher grade or are a junior player playing in a lower grade than what is age appropriate.
- 4. not written on the scoresheet prior to the commencement of play.

SEE PENALTIES/FINES – Policy 14.1

- c) No player in the Association shall be permitted to leave an affiliated club to play with another affiliated club after Round 1 without first receiving permission from the HFNL Netball Sub Committee.

SEE PENALTIES/FINES – Policy 14.1

5. Playing Requirements

- 5.1 A player from a lower grade may play in a higher grade.
- 5.2 A senior player who plays nine (9) matches during the season in one grade will become tied to that grade and then cannot go down to play in a lower grade.
- 5.3. There is no rule locking a junior player into senior grades and preventing them from returning to their age appropriate junior grades throughout the season. A junior aged player however is still required to meet grade qualification as per policy 5.4.
- 5.4 Within junior grades, a junior player must have played six (6) matches in a specific junior grade during the home and away season to qualify for finals.
- 5.5 A player may not play in more than one grade at the same playing time.

SEE PENALTIES/FINES – Policy 14.1

SEE PENALTIES/FINES – Policy 14.1

6. UNIFORMS

- 6.1 Any club seeking to change any part of an existing approved uniform must send through new design art work to HFNL Netball Sub Committee Secretary, for approval, prior to the HFNL Netball Sub committee AGM and prior to the uniform being ordered. In the event a club does not seek approval from the HFNL Netball Sub Committee a penalty may be issued.
- 6.2 Players can play in an approved uniform (as per 6.1) consisting of the following items provided it is the same colour and/or design and that no part of the uniform options cover the positional bib.
 - A dress
 - A singlet
 - A bodysuit
 - A tee shirt, long or short sleeved
 - A skirt
 - Shorts
 - Long pants either lycra or track suit style, or
 - any other approved item
- 6.3 If more than one player in the club wears a coloured item listed above then it must be the same for all players eg. All players wear black shorts.
- 6.4 Clubs making changes to their dresses must follow the below guidelines (also see example below).

Player Number – all dresses must have a player number on them. The size of the number must be approximately 10cm x 10cm. The number is to be placed on down the bottom on the side panels of both sides of the dress.

C – Club logo. The club logo can be placed on the front of the dress on the top left hand side. The size of the logo should not exceed 8cm x 8 cm. It is also optional to have the club name inserted down the side panel of the dress, above the number.

S – The supplier logo of the dress is optional and can go on the front of the dress, top centred, and should not exceed 6cm x 5cm.

HFNL Logo – The HFNL logo must be placed on the front of the dress, top right. The size of the logo should not exceed 8cm x 8cm.

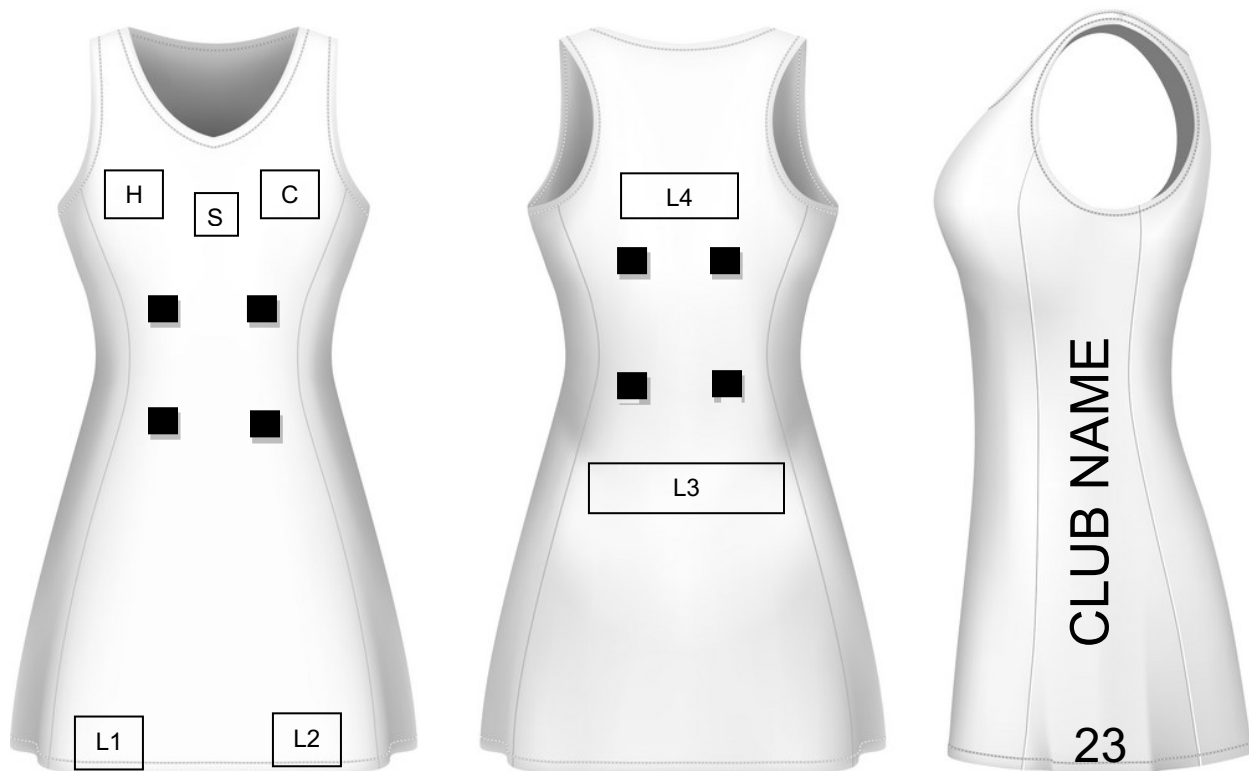
Club sponsor logos – a maximum of 4 club sponsor logos are permitted on the dresses in the following locations:

L1 & L2 – 2 sponsor logos can be placed on the front of the dress, bottom left and bottom right. Maximum size 10cm x 10 cm.

L3 – 1 sponsor logo can be placed on the back of the dress, below the bib and centred. Maximum size 24cm wide x 10 cm high.

L4 – 1 sponsor logo can be placed on the back of the dress, above the bib and centred. Maximum size 15cm wide x 8cm high.

Bibs – All senior bibs with have the HFNL Major sponsor logo. There are to be no other logos on the bibs.



H – HFNL Official Logo

S – Supplier Logo – 6cm x 5cm

C – Club Logo – 8cm x 8cm

L1 – Sponsor Logo 1 – 10cm x 10cm

L2 – Sponsor Logo 2 - 10cm x 10cm

L3 – Sponsor Logo 3 – 24cm x 10cm

L4 – Sponsor Logo 4 - 15cm x 8cm

7. CONDUCT OF MATCHES

7.1 Home and away matches are played on Saturdays as per the HFNL Draw.

With the exception of the finals series, the start time and duration of matches shall be as follows:

| Grade | Start Time | Quarter times |
|--------------|-------------------|----------------------|
| A Grade | 2.15 pm | 15 minutes |
| B Grade | 12.45pm | 15 minutes |
| C Grade | 2.15pm | 15 minutes |
| C Reserve | 12.45pm | 15 minutes |
| 17 & Under | 11.15am | 15 minutes |
| 15 & Under | 10.00am | 12 minutes |
| 13 & Under | 11.15am | 12 minutes |
| 11 & Under | 10.00am | 10 minutes |

In extreme circumstances, clubs are at liberty to arrange alternative start times if both clubs are agreeable.

Interval breaks are 3, 5 then 3 minutes in all grades.

- 7.2 Rules governing "play" are as set down in the current "Netball Official Rules" book authorised by Netball Australia where no policy exists.
- 7.3 The Hume Football Netball League will be implementing the rule of rolling subs as per Attachment C provided by Netball NSW.
- 7.4 Home clubs must provide the scorebook, netball and timers for all matches.
- 7.5 Each team must provide a scorer/timekeeper who shall sit side by side at the official bench for the duration of the match to complete the official HFNL Netball scorebook provided by the home team. The scorer is to record the goals scored and centre passes. The timekeeper manages the timers for the match with play starting and stopping on the umpires whistle. The score/timekeeper cannot be part of the match ie: listed on the scoresheet, and cannot change once the match has started.

SEE PENALTIES/FINES – Policy 14.1

- 7.6 The scorer/timekeepers must be of 15 years or older to ensure competency in scoring and timekeeping.
- 7.7 The scoresheet is to be completed with the names of all players taking part in the match before the match begins. Up to a maximum of twelve (12) players' names shall be listed on the scoresheet. A line must be drawn, by the scorer, at the end of the list and a player's name may not be added to the scoresheet after the match has commenced.

SEE PENALTIES/FINES – Policy 14.1

- 7.8 All playing positions for players must be completed prior to the commencement of each quarter. If no playing position is listed, the player will be deemed as not taking the court.
- 7.9 Injured players must be clearly marked with 'inj' and the relevant substitutions clearly recorded.

7.10 At the conclusion of the match, the home club scoresheet shall be completed and signed by the umpires and scorer/timekeeper.

7.11 For further details and processes please refer to the scorer/timekeeper responsibilities.

SEE ATTACHMENTB – scorer/timekeeper responsibilities information sheet

7.12 The home club is responsible for inputting match results on the PlayHQ website by **7pm** on the Saturday of play. Results must be entered for wet weather and forfeits. The scoresheets are to be scanned and forwarded to Hume Netball Match Secretary within 48 hours of the match day. Score sheets are to be posted to the HFNL Netball Sub Committee Match Secretary within 7 days from the date of play.

SEE PENALTIES/FINES – Policy ...

7.13 If any incidents occur on match day related to matches, including matters involving umpires, players, coaches and/or spectators, the club is to complete an incident report form and forward the form via email, fax or post to the HFNL Netball Sub Committee Member Protection Information Officer (MPIO) within seven days from the date of play.

[NNSW – Incident Report.docx \(live.com\)](#)

7.14 Code of Conduct for players, coaches & spectators shall be followed as per Netball NSW Code of Behaviours Policy

[NNSW Codes of Behaviours 2023.pdf \(netball.com.au\)](#)

7.15 Guide lines for Courts.

(i) Court to be of all weather surface and regulation size.

(ii) Follow guidelines from all regulatory organisations in Australia when erecting new courts. ie Run-off 3.05m of clear space outside each sideline and between courts 3.65m (with a suggested minimum of 3m).

8. ABANDONED MATCHES

8.1 No competition match may be abandoned until the time set down for commencement, except in extreme circumstances when there is considered a health or safety risk. Any match being abandoned prior to 8.30 am on the day of play (or earlier in the week) must be approved by HFNL Netball Sub Committee executive.

8.2 In the event of disagreement as to the condition of courts or weather, at or after commencement of a match, officials of both clubs shall confer.

8.3 Matches not commenced because of wet weather shall be recorded as a draw.

8.4 If play commences and then the match is abandoned, results shall be as follows:

(i) If play ceases before three-quarter time, the result shall be declared a draw.

(ii) If play ceases at, or after three-quarter time, the result of the match shall be taken on the score at the time the match is abandoned.

9. POINTS

9.1 Points shall be awarded in competition matches as follows:

- a) Four (4) points for a win, forfeit or bye. In the event of a forfeit, percentage points shall be awarded as 10/0 for a Seniors grade and a Juniors grade. When a club plays another club that does not have that particular grade it will be classed as a forfeit.
- b) Two (2) points for a draw, or wet weather.
- c) Zero (0) points for a loss.

9.2 Club Championship point's allocation being:-

(3) A Grade; (2) B Grade; (2) C Grade; (2) C Reserve; (2) 17 & Under; (2) 15 & Under; (2) 13 & Under; (2) 11 & Under for a win.

Total of up to 17 points per round.

10. UMPIRES

- 10.1 Home and away umpires MUST be registered on the PlayHQ.
- 10.2 All umpires are encouraged to complete the online umpire's theory exam. National badged umpires must complete the online exam every four years and comply with the requirements of Netball Australia to maintain their National Umpires Badge.
- 10.3 Umpires are to wear a white shirt and clothes clearly distinguishable from those of the players.
- 10.4 The role of each club's Umpire's Advocate is to adjudicate rules and deal with queries regarding umpiring at home & away matches upon request of team officials on the day of play.
- 10.5 It is acceptable for another umpire to be with a trainee umpire and blow whistle if required for 13 & Under and 11 & Under matches.
- 10.6 Clubs to use discretion when selecting umpires for anticipated close matches ie: use an experienced umpire.
- 10.7 Trainee Umpires are to umpire appropriate grades.
- 10.8 As per the Netball Australia rule book umpires are to document all disciplinary action they have issued during the match. This will be done on the HFNL Netball player conduct sheet as supplied by the home club. The HFNL Netball player conduct sheet is to be scanned and emailed to the HFNL Netball Sub Committee Umpires Convenor within 48 hours of match day.

UMPIRES ARE TO REFER TO THE OFFICAL NETBALL AUSTRALIA RULE BOOK FOR THE RULES OF THE MATCH.

11. FINALS

- 11.1 The finals shall follow the same format as the Hume Football Netball League, unless otherwise voted on by the delegates.
- 11.2 Any player who has played in at least six matches in any grade on six separate weekends for their current club during the current season is eligible to play in the finals series for that club.
- 11.3 If a senior player is not tied to a grade by playing 9 or more matches in one grade during the home and away season, they are only eligible to play in the grade they have played the most matches in or a higher grade. A junior player is also only eligible to play in the senior grade they have played the most matches in or a higher grade.
- 11.4 If a senior player has played an equal number of matches in more than one grade during the home and away season, that player is only eligible to play finals in the higher of the grades.
- 11.5 A player from a lower grade can substitute a higher grade player due to illness or injury on the day and remain eligible to play finals in their own grade. If the injured player returns to the court the player from the lower grade must leave the court or they will be tied to the higher grade.
- 11.6 If scores are level at full-time, extra time will be as follows:
 - 2 minute break – can make changes at this time
 - 3 minutes play one end. Straight swap of ends with no break.
 - Another 3 minutes play.
 - If score is still level after the 6 minutes of play, play continues until one team is up by 2 (two) goals.
- 11.7 In finals there is to be an official neutral scorer, time keeper, score board attendant, and Executive Member in attendance at least 15 minutes before commencement of match to record goals scored, centre passes, and keep time for play, breaks and injury. At the conclusion of the match Club Officials and umpires are to sign the book.
- 11.8 Any match which the HFNL determines to be postponed or abandoned will be played on such date, as set by the HFNL.
- 11.9 The HFNL will provide 12 medals for each participating team in the Grand final.
- 11.10 The HFNL will provide a medal for the coach of the participating Grand final teams.
- 11.11 The HFNL will provide a premiership trophy, in addition to the perpetual trophy, to the winning team which the clubs retain.
- 11.12 Neutral umpires will be appointed to umpire all finals matches by the HFNL Netball Sub Committee Umpires Convenor. All umpires will refer to HFNL Finals Umpires Protocols/Procedures.

SEE ATTACHMENT B – HFNL Finals Netball Umpires Protocols/Procedures

12. BEST AND FAIREST AWARDS

- 12.1 Best and Fairest Awards are to be given for A, B, C, C Reserve, 17 & Under, 15 & Under, 13 & Under & 11 & Under Grades, judged on home and away matches.
- 12.2 At the conclusion of each match, the umpires shall jointly decide which three players who participated in the match are to be awarded three (3), two (2) and one (1) votes respectively as the three best and fairest players in the match.
- 12.3 The HFNL Netball Best & Fairest votes will be completed by both umpires online using the app provided by the league and the QR code provided by the clubs. The two umpires will select the players from the list on the app and electronically sign the votes before submitting.
- 12.4 Trophies will be awarded to the winner and runner-up in each grade.
- 12.5 In the case of two or more players receiving an equal number of votes, each shall be declared the joint winner.
- 12.6 In the event of there being a tie for runner-up, each of those players shall be declared joint runners-up.
- 12.7 Individual trophies may be donated by sponsors, otherwise purchased by the HFNL.
- 12.8 Winners will be announced at the HFNL Annual Presentation Dinner.

13. PROTESTS AND DISPUTES

- 13.1 All incidents will be resolved in accordance with the relevant Netball NSW Policy.
- 13.2 If a person and/or team is reported by an umpire and/or court official at any event under the control of the Association the matter will be resolved in accordance with the relevant Netball NSW Policy.
- 13.3 The Match Secretary has fourteen (14) days from the day of receiving the score sheets to check and notify the club concerned of any infringement to the rules including playing of unregistered or ineligible players.
- 13.4 Any club disagreeing with the infringement and/or penalty has the right to lodge a protest within seventy-two (72) hours from notification of the penalty. The club must pay a \$100 fee to lodge a protest to a penalty. The club will be able to represent itself (President and/or Executive Member) at a hearing of the Disputes Committee. The disputes committee will be made up of three Hume Netball Sub Committee Members who are not associated with the club lodging the protest.

14. PENALTIES/FINES

- 14.1 For infringements of the Association policies during the home and away season, the offending team will receive no points for the match and lose their goal score, with the non-offending team receiving the maximum points for the match (which is 4) and retains their goal score from the match.
- 14.2 In finals, if the winning team plays an unregistered or ineligible player the match will be lost.
- 14.3 In finals, if the losing team plays an unregistered or ineligible player a \$100.00 (one hundred) fine will be applied.
- 14.4 Non-attendance by a club at a delegates meetings, including Annual General Meetings can incur a \$100.00 fine.
- 14.5 More than one non-compliance of posting the Score sheets and/or Best and Fairest votes to the Hume Netball Association Incorporated executive member within the designated times will result in a \$100.00 fine for each infringement.

ATTACHMENT A - SCORERS / TIMEKEEPERS RESPONSIBILITIES INFORMATION SHEET

SCORERS / TIMEKEEPERS RESPONSIBILITIES

- One person from the home club will be the scorer and is responsible for recording the score, goals, misses and centre passes in the scorebook. One person from the away club can assist the scorer by stating who scored the goal and is responsible for the time keeping duties of the match. Both people work together as match officials along with the umpires.
- Write (preferably print) all of the team players names in the scorebook (up to 12).
- Have the score book available for the other team 15 minutes prior to play starting as there is only one scorebook.
- All players must be listed in the scorebook prior to play commencing.
Draw a line under the last player listed once play starts. Under NO circumstances can a player be added to the scorebook after play has commenced.
- With the exception of the finals series, the start time and duration of matches shall be as follows:

| Grade | Start Time | Quarter times |
|--------------|-------------------|----------------------|
| A Grade | 2.15 pm | 15 minutes |
| B Grade | 12.45pm | 15 minutes |
| C Grade | 2.15pm | 15 minutes |
| C Reserve | 12.45pm | 15 minutes |
| 17 & Under | 11.15am | 15 minutes |
| 15 & Under | 10.00am | 12 minutes |
| 13 & Under | 11.15am | 12 minutes |
| 11 & Under | 10.00am | 10 minutes |

- Breaks are - 3 minutes at quarter and three-quarter time
- 5 minutes at half time
- ** Please let umpires know when there is 30 seconds before play resumes**
- The home team is to provide two (2) timers on the scorer's table – one set for the time of the quarter and the other set for injury time – 30 seconds.
 - Timekeeper - Be next to the umpire nearest the scorer's table with 5-10 seconds of play remaining so the umpire can blow the whistle to stop play as soon as the timer goes off.
 - Injury time is 30 seconds, starting when the umpire blows their whistle and the player concerned must leave the court. This applies for the blood rule as well when called by the umpire or the player.
 - The match always starts, stops and resumes on the umpire's whistle.
 - If a player leaves the court due to injury during a quarter, write INJ in the position box, and write the playing position for the new player taking the court.
 - Ensure that both umpires and both scorers sign the scorebook.
 - Have the HNA Best & Fairest vote envelope ready for the umpires to complete at the end of the match.
 - The top copy (white) of the scorebook goes to HFNL Netball Sub committee Match Secretary, the second copy to the away team and the home team keep the last copy.
 - Scorers/timekeepers are match officials and should not be 'cheering' during the match.

ATTACHMENT B - HFNL FINALS NETBALL UMPIRES PROTOCOLS/PROCEDURES

HFNL Finals Netball Umpire Protocols/Procedures

- * Match umpires will meet in the Hume Netball Officials room and carry the ball out to the court together
- * Introduce yourselves to the technical officials: scorer and timekeeper. You may remind the timekeeper of the requirements to advise the umpires when there are 30 sec and 10 sec remaining prior to the commencement of each quarter, and when there is 10 sec remaining in an injury time.
- * Prior to the match the umpires check the players, off court, to ensure they meet all requirements:
 - No adornment or jewellery may be worn other than a wedding ring or medical alert bracelet each of which must be taped
 - Fingernails must be cut short and smooth
 - Hair must be suitably tied back
- * Umpires will identify team officials:
 - A team may have up to five team officials. These will include a coach and at least one primary care person – other roles may include team manager, assistant coach, statistician
 - Any person sitting on the team bench, other than the reserve players, must have a role within the teams officials, and be identified to the umpires
 - Identify the teams on court captain – if the captain leaves the court the umpires ensure they are advised which player is the replacement captain
 - Each umpire is to communicate the team officials roles to their co-umpire
- * Captains will toss for choice of centre pass or goal end and notify the umpires of the result
- * After the captains have tossed the umpires will toss for goal end. The umpire winning the toss controls the side line nearer the official bench
- * Check the match ball (this is provided by HFNL)
- * Check the scorer and timekeeper are ready to commence their duties
- * At the commencement of each quarter both umpires shall stand together at the side of the court. The umpire who is the official bench side umpire will notify the teams with a medium whistle roll when there are:
 1. 30 secs prior before the start of play
 2. 10 secs before the start of play, with a long whistle roll – at this point the co-umpire will carry the ball across the court and hand it to the Centre taking the centre pass (if the player is on court) or place it on the ground

As per rule 8.1.(i)

- (a) When the umpires indicate there are 10 secs before the start of play, players must take the court
- (b) players must be positioned on the court in the correct thirds when play is due to start

Sanction: refer rule 19.1 and 19.2 Failure to take the Court

At the end of each period of play:

- * The umpires meet mid-court, and while walking off the court together check the next centre pass with each other and then confirm this with the scorers.
- * During the intervals the umpires will stand together on the official bench side of the court. Umpires are to refrain from interacting with spectators, family, friends etc. We have a duty to observe and monitor the team benches during all intervals and stoppages to ensure there are no non-team officials coaching or interacting with the teams and that the teams are following the correct procedures.
- * At the conclusion of the match the umpires will sign the scoresheet. The umpires decide on the player they deem to be 'best on court' and award the player with a medallion.

Managing Injury Time (Rules of Netball - rule 10.9-10.22): -

If an on-court player requests time to be held the umpire asks 'what for?'

If the reason relates to injury/ illness or blood, time is held. The umpire may also hold time, without a player asking, if they notice a player is bleeding.

- Umpire indicates with whistle and hand signal that injury time is to be taken and the time keeper must start the injury clock for 30 seconds
- Umpire states the players position and reason for stoppage i.e WD Blood or GA injury time
- Make sure you know where and who had the ball when play was stopped, consult with the other umpire if unsure. If time was held for blood make sure the ball, other players and uniforms do not have any blood on them. If so, the blood is to be cleaned off or a replacement ball supplied.
- The primary care person/s may come onto the court to assess the player's injury/illness and to assist the player from the court
- If the injury/illness is such that the player cannot be removed safely from the court within 30 secs the primary care person/s alert the nearer umpire and advise extra time is required. The umpire asks 'do you need help to move the player?' and allows appropriate person's on court to do so. The umpire decides how long time is held but endeavours to restart play as soon as possible
- Ensure that the other players remain on the court, coaching **is** allowed but substitute players and officials must remain off the court
- Both teams may make changes and/or substitutions at this time. **The player for whom time has been held must leave the court.** Teams must substitute the injured player or leave the spot vacant so the injured player can return after the next goal is scored. If the player is the Centre and no substitution is made, one player must move to play as Centre to allow the match to continue
- If the position is left vacant the player concerned or a substitute may subsequently, after advising the umpire, take the court immediately after one of the following:
 - a. A goal has been scored (in this case the player or the substitute must play in the position left vacant)
 - b. A stoppage for injury/illness or blood
 - c. An interval
- Time keeper will advise the umpires when 10 secs remain and all players must resume their playing positions. Play begins from where the ball was when play was stopped.

Other Stoppages:

As per rule 10.23

- (i) The umpire may hold time or extend an interval if considered appropriate. Examples for which time may be held include (but are not limited to):
 - (a) Emergencies such as serious injury/illness of a player, injury/illness of an umpire or technical official, the equipment, the court, the weather or technical equipment
 - (b) Retrieving the ball
 - (c) Disciplining a player, team official or bench player
- (ii) The umpires decide the length of such a stoppage and ensure play restarts as soon as possible
- (iii) Team officials are not permitted on the court during a stoppage other than specified in Rule 10

Match Management:

Players are expected to play the Match in such a way that they comply with the Rules and participate safely in a sporting and fair manner. Umpires have a responsibility to ensure this is done. The foul play rule [Rule 13.2] outlines specific behaviours that will require the umpire to act.

- i. Rule 18 and 19 provides a structured set of actions for umpires. These actions include proactive advice a' (for less serious offences and usually as a first step), advancing a penalty, a warning, a suspension (2 minutes) and ordering off (for a serious offence). The controlling umpire:
 - a. Will usually apply the actions listed in the order shown (but may decide to apply a more serious action if appropriate).
 - b. Will hold time in order to speak to the player/s concerned.
 - c. Must clearly specify the concern and, if appropriate, any actions that will follow if the behaviour is not corrected.
 - d. May confer with the co-umpire before deciding the action to be taken.
- ii. If a player receives a caution, warning, is suspended or ordered off, the umpire indicates this to the official bench and the co-umpire by using the appropriate hand signal. If necessary, the controlling umpire may hold time to inform the co-umpire of the reasons for this action or alternatively advise the co-umpire at the interval or next stoppage.

Umpiring Drawn matches in HFNL Netball Finals:

At the end of play, if both teams have the same score the following applies –

2 minute break – can make changes at this time

3 minutes play one end. Straight swap of ends with no break.

Another 3 minutes play.

If score is still level after the 6 minutes of play, play continues until one team is up by 2 (two) goals.

(Normal injury/illness procedures apply during extra time)

ATTACHMENT C - ROLLING SUBSTITUTION RULES

(a) While play is in progress, any team may choose to use rolling substitutions provided the rolling substitution is performed with players on the team bench who have been named on their team sheet.

(b) The rolling substitution stands at the designated area. Each club will set up a 1m x 1m box on each side of the score bench to be the designated area.

(c) If a player is entering the court for the first time they will tell the scorer their name and position they are going on as for the scorer to document on the score sheet. If the player has already taken the court that quarter, the substitution does not need to be recorded on the score sheet.

(d) Before leaving the designated area, the substitute tags (with hands) the player leaving the court.

(e) Only 1 rolling substitution per team can be made at a time.

(f) Play is not to be held up for rolling substitutions. If play is delayed, the player will be penalised under Rule 19. Foul Play, Unfair Play 2. Delaying Play, which state a player or team may not intentionally waste time or delay play.

(g) Players must observe the offside rules as they enter/leave the court, in the event a player goes offside:

Sanction: Free pass where the infringement occurred (offside area) unless this places the non infringing team at a disadvantage when the sanction will be given where the ball was when play stopped, or advantage applied.

(h) Players must not interfere with the umpire's movement during the substitution, in the event a player interferes with an umpire:

Sanction: Free pass where ball was when play stopped unless this places the non infringing team at a disadvantage when advantage will be applied.

(i) If a player leaves the court as a rolling substitution and there is no player at the designated area, the replacement player will be treated as a late player under the rules and can enter at a "break in play" (defined in the Rules of Netball 2024 Edition)