

# Christchurch Netball Centre (CNC) Policies – 2010

## A. Registration of Players

1. Clubs shall submit to the Executive all names of team members for registration on the white CNC team registration card provided prior to the commencement of the first competition game.
2. No player shall play in any match unless registered by the Centre as herein provided.. After having first been given a verbal or written warning, any team playing an unregistered player will have two points deducted for each game s/he remains unregistered.
3. Players are permitted to play only for the one club they are registered with. Any change of club within a season requires written permission from CNC Executive on receiving written request/agreement from both clubs involved.
4. Premier (P 1 and New World (Premier 2) ) teams can register 12 players at any one time including up to 2 franchise players. All other grades teams can register twelve players at any one time.
5. Clubs wishing to register additional players after the commencement of the season shall have the Club Secretary add the player details for registration on the white CNC team registration card held at the Netball Office. This must be submitted prior to the commencement of the first match this player is required to play in.
6.
  - (a) Players playing in all grades can play up a maximum of 3 times per season without penalty. Before the 4<sup>th</sup> time playing up a team/grade the Club on behalf of the player must apply to CNC for a regrading or the player must remain in the higher team/grade.
  - (b) Once regraded into a higher team/grade, players will not be granted a regrade back to their original team
  - (c) If a player has played up in more than one grade to that originally registered, the team s/he is regraded into shall be determined by the Executive in consultation with the Club.
7. In Round 3 a player may not play in another team in a division lower than the division for which the team they are registered is in. The penalty for doing so is that the team played in will forfeit at least 2 and up to a maximum of 4 points per infringement.
8. A player may not at any time play in a lower grade than that for which s/he is registered. The penalty for doing so is that the team played in will forfeit at least 2 and up to a maximum of 4 points.
9. In Round 1 in the case of players inter-changing between Under 19 Reserve and 2A Division 1 grades, these grades are deemed to be of equal level for the purposes of player interchange. Players may not interchange between 2A Division 1 and Division 2 and between Under 19 Reserve and any other Under 19 divisions without penalty. .
10. A player wishing to register in a grade lower than the grade registered in during the previous year must apply to the Executive for a regrade. This applies to players who were previously registered in Premier 1, Premier 2, Senior 1, Senior 2, Senior Reserve, 2A and Under 19 Reserve the previous year. Each regrade application will be determined on its own merits and the Executive's decision will be final.
11. Players in the Age Grades Under 19,17,15 14,13,12 and 11 must be under the age stated as at the 1st January of the year of competition, unless prior approval has been granted by

the Executive. The same ruling applies for Representative Age Group team players. (Ages are calculated as at 1 January 2010 - which means that players may turn the age that a grade is named during the season (ie Under 14 players must be under 14 on 1 January 2010 and can turn 14 between 2 January and 31 December 2010).

12. Boys may be permitted to play in age group grades up to Under 15. A maximum of three boys are permitted on court at any one time. For each team there must be only one boy in each goal circle area and one in the centre court playing area. Requests for dispensation for boys to play in other grades must be made to the Executive.
13. Clearance between seasons is required from a previous club to ensure a player is financial to change to another club and shall not be granted to unfinancial members. Notification regarding unfinancial members shall be forwarded by the Clubs to the Executive no later than commencement of competition in each year. Any uncleared players are deemed to be unregistered. Clearances must be signed by an authorised club official. Clearance forms are available to download from the CNC website. This policy is to protect Clubs from players deemed to be unfinancial.
14. Guidelines for age group grades:
 

Under 11	players entering club competition for the first year <b>must</b> be in Year 6 at school (this grade only)
Under 12	players entering club competition for the first year - Year 7 at school.
Under 13	players entering club competition for the second year - Year 8 at school
Under 14	recommended for players in Year 9 at school
Under 15	recommended for players in Years 10 and 11 at school
Under 17	an additional grade for players in years 12,13 and school leavers
Under 19	a competitive grade for Years 12 and 13 and school leavers.
15. No player is eligible to play in any grade if under (Year 6) at school or 10 years of age unless prior approval by the Executive has been granted. A request for a birth certificate may be made by the Executive.
16. Players from a team that has attained a higher grade through promotion/relegation during or at the end of the preceding season shall be deemed to have played in that higher grade for registration purposes.
17. Entry of teams in appropriate grades/divisions/sections is the responsibility of the Club, however final placement of all teams in grades/divisions/sections will be at the Executive's discretion. Supplementary information from Clubs does assist Grading personnel.
18. Applications for affiliation shall be made in writing to the Centre by a Club/School wishing to join the Centre. An Affiliation Fee must accompany the application. It shall be at the discretion of the executive to accept or reject an application for affiliation

## **B. Uniforms, Teams and Players**

1. All players must wear registered club uniform. Approved cold weather tops and/or approved leggings may be worn if registered as part of the team's uniform for outdoor games. Approved sports shoes to be worn, casual/street shoes are not permitted. All players within teams must wear the same coloured socks.
2. In cases of religious or cultural requirements, application must be made to the Executive for any exceptions to the team uniform requirements.
3. Clubs with an A team in closed grades, 2A and Under 19 Reserve may request a variation to the registered club uniform. Any variations including dresses must retain the base club

colours. Any club may have a maximum of two (2) variations of uniform approved within their club at any one time (additional provision is made for a school team to enter the competition under the auspices of a Club). Clubs changing uniforms are permitted two (2) years to complete the transition to the new club uniform.

4. Irrespective of request for change of uniform, bibs should stay the same for the entire club unless permission is granted by the Executive. All players must wear bib initials indicating court playing positions. The initials shall be of 150mm size and shall be worn above the waist, back and front. Bibs are permitted to display the club name and/or sponsor.
5. Sponsors name and/or logo shall not exceed 64cm<sup>2</sup> in area and shall not be used more than once on any one garment. Bibs, whether one or two pieces, are considered to be one garment.
6. Where teams with similar uniforms are drawn to play against each other it is the umpires discretion whether an alternative bib will be worn. A coin toss will determine which team will wear the alternate bibs. Alternate bibs are available from the office.
7. Players on court may wear named shirts displaying only their own name.
8. No headwear (excluding NNZ approved sun visors), bike pants longer than the length of skirt or dress, boxer shorts, jewellery or body piercing may be worn.
9. No item of jewelry (including body piercing), except a wedding ring and/or medical alert bracelet shall be worn. If either or both are worn, each shall be fully taped to the body. Cultural necklaces may be worn only if all parts are wholly taped to the body. Fingernails may not be taped, however suitable gloves may be worn for the entire game.
10. Umpires are not responsible for jewellery given to them by players to hold during the playing of matches. Lockers are available for hire for this purpose.

## **C. Competition**

1. Premier 1 and New World (Premier 2), Senior 1 and 2 and Senior Reserve grades are referred to as 'closed' grades. The format for promotion/relegation and competition structure within these grades following Club Forum discussions will be confirmed by the Executive and notified to all affiliated clubs before February in each year. (Refer to 'Playing of Games')
2. Franchise players must commence the season in Premier 1 and New World (Premier 2) teams only. Premier 1 and 2 grade teams are permitted to register up to 2 franchise players per season. Once registered a franchise player cannot be replaced by another franchise player.
3. Franchise players are required to play no less than 3 games for their nominated club team for the season. Failure to do so will incur a penalty for the team of the deduction of 4 points per game not played.
4. Teams involved in semi-finals or finals must consist of players (including Franchise players) who have played three (3) games for that team during the current season. Clubs may apply in writing to CNC for special dispensation in the case of injury or illness or other extraneous circumstances. This dispensation may have conditions attached (eg request of a medical certificate).
5. Where placegetters of sections tie on points, goal ratios will determine final placings.
6. If semi-final games result in a draw, then the time-keeper will advise the Umpires that:

- (a) There shall be a two (2) minute interval at the end of full-time . Substitutions and/or team changes are permitted;
  - (b) Extra time of two (2) x seven (7) minute halves each way will be played for 1 hour games and two (2) x five (5) minute halves each way will be played for 40 minute games (except as in 6(e) below.
  - (c) Teams change ends at half time without an interval. No substitutions and/or team changes are permitted. The centre pass is taken by the team entitled to the next centre pass;
  - (d) In the event of a tie remaining at the end of extra time, a visual signal shall be used to indicate that play will continue until one team has a two (2) goal advantage).
  - (e) **For Under 11 and Under 12 grades only** in the event of a tie at full-time there will be permitted a two (2) minute break with no change of players or ends. Play will then recommence and will continue until one team has a two (2) goal advantage.
  - (f) In finals games a draw is permitted.
7. Any club whose team has gained promotion into a closed grade must enter a team to commence the following season in that grade. Any withdrawal means the team cannot retain its status in that grade or qualify as grade winner or runner-up.
  8. Any teams that default section play-off games, division play-off games, semi-final or finals games will be fined a sum to be determined by the Executive and the Executive reserves the right to review that team's entry for the following season.
  9. Premier 1 and New World (Premier 2), Senior 1 and 2 and Senior Reserve grade teams, must on request, supply a scorekeeper or timekeeper for their own game, such requested game official must remain in close proximity to the official score box.
  10. Team Bench Protocol: Where team benches are designated the team named first in the Draw will take the bench to the right of the score box when facing the court, the second named team takes the left bench, providing team benches are located either side of the score box.
  11. Points - 4 points for a win, 2 points for a draw, 1 point for a loss by 3 goals or less in 40 minute games and 5 goals or less in 60 minute games.
  12. Penalty points deducted by the Executive shall be shown on the points sheet and indicated as such.
  13. Penalty score of 15 – 0 in favour of team being defaulted to will be implemented on the points sheet.
  14. Byes where allocated will be shown on the points sheet.
  15. Graders of grades Under 19/2A and below may, at their discretion at the beginning of Rounds 2 and 3 reallocate teams within divisions in the grades to provide play-off opportunities for divisional winners.

## **D. Administration Rules for Playing of Games**

1. All games must commence at the times and dates advised and no game times will be changed after the Draw is completed unless required by Executive.
2. Games in Grades 2A, U19, U17, U15, U14, U13, U12, U11 will be played to the official centre time. There will be no injury time taken for games in these grades unless determined by the umpire(s) to be an emergency situation. No coaching is allowed during any stoppage for injury or illness.

3. The captains of each team must complete the appropriate pink Team Game Card supplied by the Centre, to the umpire/scorers a list of the names of the players taking part in each game plus substitute players, and it shall be the duty of the umpire not to commence the game until the pink Team Game Card is sighted by the game umpires. A CNC local rule, allows alterations to be made to the team card after the start of play for all grades. Players listed are deemed to have played unless subsequently deleted. Teams must return the team card to the Umpires for sign-off and submitting to the office with score card at completion of game.
4. For Senior Reserve and all grades below games will consist of four ten minute spells with two breaks of (1) one minute and a half time break of up to (3) three minutes.
5. All Premier and all Senior Grade games will consist of (4) four fifteen minute spells with two breaks of up to (3) three minutes and a half time break of up to (5) five minutes.
6. All competition games where possible shall be played prior to scheduled representative games involving CNC players.
7. Club games will be rescheduled when two or more CNC representative players or one CNC representative team management person and one representative player are absent from the same club team at representative fixtures.
8. When a club is unable to field a team the Club Secretary or nominated Club Official must notify the Administration Officer by Phone on **379 4486** no later than noon on the day before the match is to be played. Failure to do so will result in the Club being fined an amount between \$50.00 and \$500.00 as determined from time to time by the Executive. Defaults by teams in Closed Grades will only be accepted in extenuating circumstances on application to the Executive.  
Any club that has a team that defaults more than twice in a season for whatever reason, will be fined an amount between \$50.00 and \$500.00 as determined from time to time by the Executive.
9. Cancellation – Premier 1, New World (Premier 2), Senior 1 and 2, Senior Reserve, Second Grade A, Under 19 Reserve games will not be cancelled or postponed due to inclement weather (except at the Executive's discretion) and will continue to be played at times as shown in the Draw . Players in all other grades should listen to Newstalk ZB, or More FM, cancellation service or phone the cancellation line 379 4489, or check the website [www.christchurchnetball.org.nz](http://www.christchurchnetball.org.nz) for updated information.
10. Teams will not be permitted to request specific times for playing games. However, teams may request either morning or afternoon games for a fee of \$60.00 per request, such request to be submitted at time of entry. Time requests cannot be considered from teams in Grades with six teams or less. Due to Draw complexity time requests cannot be guaranteed.
11. All teams are required to supply a scorer for each game. Scorers should stand together for the entire game on the sideline of the court with the official scorecard. Failure of a team to supply a scorer means they must accept the score as presented on the official scorecard by the opposing team.
12. Draw format for 2010. Simplified chart (E&OE)

<b>Premier 1</b> 6 teams 1 hour games <b>indoors</b>	<b>Round 1</b> (1 – 5) of 5 games. Automatic relegation of bottom ranked team to Premier 2	<b>Round 2</b> (6 – 10) of 5 games. Automatic relegation of bottom ranked team to Premier 2	<b>Round 3</b> (11 – 15) of 5 games. Automatic relegation of bottom ranked team to Premier 2.	Semi finals seeds 2 v 3 Winner of this game plays top ranked team for Grand Final
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<b>Premier 2</b> 6 teams 1 hour games	<b>Round 1</b> (1 – 5) of 5 games. Automatic promotion of top ranked team to Premier 1 and relegation of bottom ranked team to Senior 1	<b>Round 2</b> (6 – 10) of 5 games. Automatic promotion of top ranked team to Premier 1 and relegation of bottom ranked team to Senior 1	<b>Round 3</b> (11 – 15) of 5 games. Automatic promotion of top ranked team to Premier 1 and relegation of bottom ranked team to Senior 1	As above
<b>Senior 1</b> 6 teams 1 hour games	<b>Round 1</b> (1 – 5) of 5 games. Automatic promotion of top ranked team to Premier 2 and relegation of bottom ranked team to Senior 2	<b>Round 2</b> (6 – 10) of 5 games. Automatic promotion of top ranked team to Premier 2 and relegation of bottom ranked team to Senior 2	<b>Round 3</b> (11 – 15) of 5 games. Automatic promotion of top ranked team to Premier 2 and relegation of bottom ranked team to Senior 2	As above
<b>Senior 2</b> 6 teams 40 min games	<b>Round 1</b> (1 – 5) of 5 games. Automatic promotion of top ranked team to Senior 1 and relegation of bottom ranked 2 teams to Senior Reserve	<b>Round 2</b> (6 – 10) of 5 games. Automatic promotion of top ranked team to Senior 1 and relegation of bottom ranked 2 teams to Senior Reserve	<b>Round 3</b> (11 – 15) of 5 games. Automatic promotion of top ranked team to Senior 1 and relegation of bottom ranked 2 teams to Senior Reserve	As above
<b>Senior Reserve</b> 12 teams 40 minute games.	<b>Round 1</b> Two sections of 6 teams for (1 – 5) 5 games. Relegation of bottom ranked two teams to 2A after 5 rounds.	<b>Round 2</b> (6 – 10) of 5 games. Automatic promotion of top ranked team from each section to Senior 2 and relegation of bottom ranked team from each section to 2A.	<b>Round 3</b> (6 – 10) of 5 games. Automatic promotion of top ranked team from each section to Senior 2 and relegation of bottom ranked team from each section to 2A.	4 teams play 2 v 3 and 1 v 4 for semi finals. Winners of these two games play each other in the final.
<b>2A Division 1</b>	<b>Round 1.</b> 2 sections of 6 teams. Automatic promotion of top ranked team from each section to Senior Reserve.	<b>Round 2.</b> 2 sections of 6 teams. Automatic promotion of top ranked team from each section to Senior Reserve.	<b>Round 3.</b> 2 sections of 6 teams. Automatic promotion of top ranked team from each section to Senior Reserve.	As above
<b>U 19 Reserve</b>	<b>Round 1</b> - 2 sections of 6 teams. Automatic promotion of top ranked team from each section to Senior Reserve	<b>After Round 1 there will be no Under 19 Reserve.</b>		
<b>2A Division 2 &amp; below, U19, 2B, U17, U15, U14, U13, U12, U11</b>	Divisions will comprise sections of either 5 or 6 teams (dependant on grade numbers) for Rounds 1 & 2. For Round 3, there will be no more than 4 sections per Division. All teams will be regraded after rounds 1 and 2 (Games 1 – 5 and 6 -10) Semi finals – the best 4 teams in each Division will play 1 v 4 and 2 v 3, with winner playing winner in the final.			

## 13. Explanation of competition format;

- Only A teams in P1 (or 1 per club/school)
- Maximum of 2 club/school teams in either: New World, S1 or S2 - but no more than 4 in the top 4grades.

**P1, P2, S1 & S2**

- For 2010 P1 will play indoors at QE11 stadium on Thursday evenings. These teams will be required to commit to the usual umpiring requirements on Saturdays as agreed at October 2009 forum.
- 3 rounds of 5 games = 15 games + semis and finals for seeds 1, 2, & 3.

- Automatic promotion/relegation of Seed 1 & Seed 6 teams (Seeds 5 & 6 for S2) at the end of each 3 rounds (for all 4 grades)
- P1, New World & S1 & S2 will play one hour games.
- All grades below these will play 40 minute games of 4 x 10 minute quarters

### **Senior Reserve, Second Grade A Division 1 and U19 Reserve**

- Two sections of 6 teams from 2009 seedings.
- After the first 5 games (Round 1) the winners from 2A Division 1 (comprising 2 sections), and the winners from U19 Reserve (comprising 2 sections) will progress to Senior Reserve section 1 to section 1 Senior Reserve; and section 2 to section 2 Senior Reserve from 2A; and section 1 to section 2 Senior Reserve; and section 2 to section 1 Senior Reserve from U19 Reserve grade. Seeds 5 & 6 from both Senior Reserve sections will be relegated to 2A.
- 2A Division 1 will be limited to 2 sections. The winners from both sections will be automatically promoted to Senior Reserve at the completion of Round 3. At the same time, seeds 5 & 6 from Senior Reserve will be automatically relegated to 2A after Round 1, and seed 6 only, after Rounds 2 & 3.
- After 15 games (Round 3), the semis and finals will consist of 4 teams – 2 from each Division in Senior Reserve and 2A Div 1 in traditional format.
- Only Under 19 Reserve qualifiers will be eligible for promotion to Senior Reserve grade.

### **Second Grade B down**

- Grades will consist of Divisions. There will be a maximum of 4 sections for Round 3 comprising 5 or 6 teams within each Division. Rounds 1 & 2 may have more than 4 sections in each Division.
- There will be 3 rounds of 5 games during the season, followed by semis and finals. After 3 rounds (15 games), the semis and finals will consist of 4 teams from each Division for semi finals and finals.
- If there is less than 4 sections in a Division the following will apply:  
3 sections – the next team with the highest goal ration will become the 4<sup>th</sup> team in semi finals..  
2 sections – the top 2 from each section will be involved in semi finals

14. For Premier 1 and 2, Senior 1 and 2 and Senior Reserve grades the Primary Care Person must be able to diagnose and treat injuries. The team must identify this person to game officials before the game begins. The Primary Care Person must not change during the game.

## **E. Umpiring Commitments**

1. Under 11 grade teams will have games where possible, officiated by trained Senior or Junior Whistlers. Under 12 grade teams will supply their own game umpires. CNC may provide umpires for some games at this level.
2. All players in Premier, Senior, Senior Reserve, Under 19 and 2A grade teams will be required to sit and pass the NNZ Local Centre Umpire Theory examination (Banks of Questions) prior to first competition game. Any players not completing this requirement will be deemed to be an unregistered player (see Registration 2). In extenuating circumstances arrangements may be made with the Executive to complete this requirement at a later date.
3. Teams in 2<sup>nd</sup> Grade B and Under 17 grade are required to complete the Umpires Test examination as set by Game Officials Sub-Committee. On completion of Umpires Tests Clubs will submit completed papers to the Netball Office for recording prior to completion of Round 1 games. Those players who hold a NNZ Local Centre Umpire Theory qualification (and can provide evidence of that) are exempt from completing the Umpires Test.

4. Teams entered in Under 17 and above are required to supply umpires as requested. Failure to do so will result in the club being fined an amount determined from time to time by the Executive and notified to all affiliated clubs. At the present time the default fees are \$50 00 per umpire, increased to \$100 00 per umpire after the first fine.
5. Club Umpires who fail to complete allocated games will result in a fine of an amount determined from time to time by the Executive as notified to all clubs. At the present time the default fees are \$50.00 per umpire, increased to \$100.00 per umpire after the first infringement.
6. **Club Umpires:** Clubs will be required to supply Club Umpires for 2010 as outlined below:
 

Clubs with 1 – 5 teams	=	2 umpires
Clubs with 6 – 10 teams	=	3 umpires
Clubs with 11 – 15 teams	=	4 umpires
Clubs with 16 – 20 teams	=	5 umpires
Clubs over 20 teams	=	6 umpires
7. Standby team umpires are requested to wait outside the Umpire's office until quarter time of the round allocated to ascertain whether they are required during that round. Failure to do so will also result in a \$50.00 fine increased to \$100.00 per umpiring card after the first infringement.
8. No complaint regarding umpiring will be accepted at the office unless a member of the Executive or GOS has been called to the game in question.

## **F. General Rules on CNC Policies**

1. Entries will only be accepted from clubs that complete the required entry form documentation stating and signing that they will abide by all Policies, Rules, Procedures and Constitutional requirements of CNC.
2. Any club who withdraws a team entered into the competition following completion of the Draw will be fined 75% of the registration fee applicable to that team.
3. Any applications for dispensation for exemption to current policies may be made to the CNC Executive. Each application will be dealt with on its own merit and dispensation will not be unreasonably withheld. Applications for any dispensation or exemption to current policies must be submitted 7 days prior to the date that any dispensation, should it be granted, is to take affect. Applications for dispensation will not be dealt with on the day the dispensation is required to take effect. The Executive's decision following any application will be final.
4. Any change to Club Secretary and/or contact details must be notified in writing to the Administration Officer as soon as confirmed.
5. Clubs are required to advise CNC Executive of any sponsorship arrangements before finalising same.
6. CNC will advise clubs of any monies outstanding and that club will be deemed to be unfinancial and entries will not be accepted from those clubs for any season until all outstanding monies are paid in full to CNC.
7. Players eligible for representative teams must be available for Christchurch Netball Centre teams before agreeing to trial for any other Netball Centre team. Players wishing to trial for any other Centre or Regional team must receive written permission from CNC prior to commencing trials for that Centre or Region and must abide by all rules of transfer as set

down by the Region and/or Netball New Zealand.

8. No club shall be given permission to travel or play any match outside of the Centre's jurisdiction on days when tournaments or competitions are being conducted by the Centre, without the written permission of the Executive. Permission will only be given to clubs or teams for any travel or games, if details of a suitably named chaperone are submitted with the application to the Executive. Teams travelling outside of New Zealand to play matches must request permission from Netball New Zealand for this purpose via CNC.
9. Teams playing on Centre Court, Courts 2 and 3 may display their sponsor's sign following approval in writing from the Executive. The sign is to measure no more than 2.4m x 1m and is to be freestanding and displayed for the duration of that game only. Each team will be permitted to display one sign only, the placement of which will be determined by the Executive.
10. Any team or club fees outstanding at due date (15 June in each year) will have a 10% penalty per month added to the total due.
11. 2010 subscriptions are:
 

Premier, Senior, Senior Reserve, Under 19, 2A	\$603.00
2B, Under 17, Under 15	\$473.00
Under 14, Under 13, Under 12, Under 11	\$402.00
Future Ferns	\$193.00
12. Lost Property - check at office on Saturdays.
13. Car Parking - only vehicles which display non-transferable official CNC parking disks will be admitted to the car parking area. Due to limited available space this restriction will be strictly enforced.

## **G. Safety Rules**

1. Persons with bicycles, prams, pushchairs, skates, skateboards, rollerblades, scooters or dogs may be asked to remove them from between the courts while games are in progress. Spectators are requested in the interests of player and umpire safety, not to bring dogs to the netball courts during the playing season.
2. Use of the CNC Agility Room in the Netball Centre building by club teams is permitted only when a suitable trained industry trainer is in attendance.

## **H. Amendment of CNC Policies**

The Executive will circulate any amendment to these policies agreed to by the Executive from time to time to all members as defined in CNC Constitution Rule 4. In addition an updated copy of these policies will be circulated annually within 21 days of the holding of each Annual General Meeting.

These Policies are to be read in conjunction with the CNC Constitution approved on 17 February 2008 and the Rules for Disciplinary Hearings approved on 13 August 2004 and any amendments thereto.