

LION FOUNDATION



NETBALL CHAMPS

2010 Competition Rules

1. The New Zealand Championships (“The Championships”) to be known as the **Lion Foundation Netball Championships** are owned and held by Netball New Zealand and shall be conducted in accordance with the NNZ Competition Regulations with reference to the NZ Championships Policies and Procedures Manual.
2. Matches forming part of the Championships may be played on specified dates prior to the Championship event.
3. All players participating in the Championships must be members of Netball New Zealand and eligible for the Region/Centre they are representing at the Championships in accordance with NNZ Membership & Registration Regulations.
4. The Regional Entity shall be responsible to ensure that all players selected for the Region are eligible. Proof of the registration and/or eligibility of a player may be requested by NNZ.
5. Netball New Zealand shall circulate all Team Registration forms to each Region no less than two weeks prior to the commencement of the championship games.
6. Any team found to be in breach of the NNZ Membership and Registration regulations will forfeit the game(s) which that player(s) participated in and will lose any corresponding championship points.
7. Each team shall be under the control of a Coach and Manager or combination thereof.
8. A NNZ approved Apprentice Coach is permitted to be an additional member of the official team management.
9. No team shall register more than twelve players for the duration of the Championship.
10. Where a player is required for National Team or Squad duties which may include but are not limited to; games, trainings, injury while on national team or squad duty, a Region may apply for a Temporary Replacement player to cover the unavailability of such a player on a game by game basis. The application for the Temporary Replacement player in this instance must be submitted to NNZ no less than 48 hours prior to the game for which the Temporary Replacement player is required. The Temporary Replacement Player must meet all eligibility requirements as per rule 3.
11. Games will consist of four (4) periods of fifteen (15) minutes. Intervals between periods 1 & 2 and 3 & 4 are 3 minutes. The interval between periods 2 & 3 is five minutes. Where games are televised there may be a change to the duration of intervals. Any such changes will be advised by NNZ in advance to the teams concerned.
12. All games shall be played in accordance with the IFNA rules, unless otherwise stated in the New Zealand Championships Rules and/or Policies and Procedures.

13. Each team shall identify a Primary Care person on the team list – only this person will be permitted onto the court in the event of a stoppage to attend to on court player/s. Where a team does not have an identified Primary Care person the Coach or Manager may take this role. Each team shall be issued with an armband which the Primary Care person must wear in order to be permitted access to the court.
14. All games shall be played with balls supplied by Netball New Zealand.
15. The umpires for all games shall be appointed by Netball New Zealand.
16. A Team Registration form including team management and player pen portrait forms shall be submitted to Netball New Zealand no later than the date as determined by Netball New Zealand, by each team entered.
17. The Team Registration form and pen portrait forms shall detail the full name, age and playing position of each player, and any other information requested by Netball New Zealand.
18. Each player listed shall endorse her consent to team registration by signing the pen portrait form.
19. For the duration of the Championships, teams shall use only those players named on the Team Registration form. If a player not named on the Team Registration form plays in a game, the team concerned shall forfeit the game, unless the replacement of a player on the Team Registration form has been approved by Netball New Zealand prior to the game concerned.
20. Once Championship play has commenced, at the date of the first match any grade which is part of the competition format, a player may be Permanently replaced, that is for the remainder of the Championships if, in the opinion of a medical practitioner, a player or players are deemed to be incapable of further participation in the Championships. In such a case, additional eligible player(s) may be registered provided that at no time the total number registered exceeds twelve (12). Evidence of Eligibility for such registrations may be requested by NNZ. (Additional reference: rules 10 and 18)
21. Where injuries or illness occur to a player in a Region team during the Championships, that team may request a Temporary Replacement Player using a player from a team graded below them if, in the opinion of a medical practitioner the injured or ill player is unable to take part in the following game(s). Once a player has been registered (listed on the team list) twice with the higher ranked team, she is deemed to be part of that team for the remainder of the Championships.
22. Each team shall play in the registered uniform of the Region.
23. All players shall be identified through names on their playing uniform or numbers on their uniform or body. Identification may also be required for age group sections.
24. If alternative bibs are required for identification purposes the teams shall toss to decide who shall wear them.
25. No less than 30 minutes before a match commences, a team official must submit as directed by tournament officials the Team List. This will list all members of the team including team officials. It will identify the players and their positions, to commence the game. For games, that are televised, the team lists as above must be handed in at the time specified by Netball New Zealand prior to the scheduled start of the game.

26. No alterations or additions may be made to the named team within 30 minutes of the scheduled commencement time, except in the event of any injury / illness in the 30 minutes prior to the start of the game. A change in playing position/s may then be permitted, if in the opinion of a medical practitioner, the player is deemed to be incapable of commencing and/or participating in that game. In such a case, game officials are to be notified immediately. For televised games the time period is in accordance with that specified by Netball New Zealand.
27. Teams shall be required to play not more than two 60 minute games in any day, except in the event:
28. That a fair draw cannot be completed within the Championship; or
29. That a protest or incident report is upheld. The NZ Championship Committee may then require an additional game to be played.
30. Consideration shall be given to scheduling this game at a time, which allows appropriate recovery time for the teams concerned.
31. To avoid confusion, team benches will be allocated on the following basis:
- a. Team 1 on the draw will take the bench to the **RIGHT** of the Bench Officials table as it faces out on to the playing court.
 - b. Team 2 on the draw will take the bench to the **LEFT** of the Bench Officials table as it faces out on to the playing court.
32. **Competition Format** – Teams will be notified of the competition format in advance of the Championships commencing. Teams are required to complete all games as specified in the competition format. Failure to do so may result in the loss of points or rankings.
33. **Draw Structure** – games which may result in a draw and those games which must be played to an outright winner (that is cannot result in a draw) will be identified on the draw format and notified to all teams and officials during the competition.
34. For games for which Championships points will be awarded these are as follows:
- | | |
|----------|---------------------------|
| 4 points | Win |
| 2 points | Draw |
| 1 point | Loss of 5 goals or less |
| 0 points | Loss by more than 5 goals |
35. In the event of a tie on points at the end of section play the result of the game between the two teams decides the winner. However:
- a. If the two teams drew their match, or if more than two teams have the same number of points at the end of section play, goal average of the games will decide the placing (i.e. goals for divided by goals against).
 - b. If goal average is identical, then goal difference will be applied (i.e. the difference between goals for and goals against).
 - c. In the event of a further tie, the team scoring the most goals for will be declared the winner.
36. In games of the Championships where no draws are permitted the following will apply in the event that the score is level at full-time;
- i. A two-minute interval at the end of full-time. Substitutions and/or team changes can only be made during this interval, except in the case of injury or illness during play when the IFNA rules of the game apply.

- ii. Extra time of two (2) x seven (7) minute halves each way will be played.
 - iii. Teams change ends and the game is restarted by the team entitled to the next centre pass.
 - iv. Teams change ends at half time between the two periods of extra time without an interval. No substitutions or team changes are allowed.
 - v. The centre pass is taken by the team entitled to the next centre pass.
 - vi. In the event of a tie remaining at the end of extra time, play will continue until one team has a two (2)-goal advantage.
37. In the event of a dispute or incident report, any protests shall be made in writing to the New Zealand Championship Committee within 4 hours of the incident occurring or the completion of the game, and accompanied by a fee of \$20.00. The fee shall be forfeited if the protest is considered to have been made without reasonable cause.
38. Upon receipt of a protest, or incident report the New Zealand Championship Committee shall obtain information from the teams, participants and/or other parties which gave rise to the protest or incident, and make such other enquiries, as it considers necessary. Before making a determination of the protest or incident report. It shall then inform the teams/participants or other involved parties of the information it has obtained regarding the protest or incident and give them an opportunity to respond to this information. Following this the New Zealand Championship Committee shall consider the protest or incident report as soon as possible and make a determination. It shall advise teams, participants and other parties of its decision regarding the protest or incident report.
39. The Championships are a Smokefree Netball Event. All participants and officials must refrain from smoking while in the Championship venue or at any Championship function.
40. No participant, team or official of the Championships shall be permitted to be sponsored by a tobacco product nor be permitted to advertise or sell a tobacco product while at the Championships consistent with the Smokefree Environments Act 1990.
41. Sponsorship: the permitted size and positioning on apparel is detailed in the following documents: *LFNC Apparel Branding Rules – 2010* and *LFNC Branding Diagrams – 2010*. Regions must abide by the rules in these documents and refer to Netball New Zealand for approval as required.
42. Individual player sponsorship is not permitted, unless otherwise agreed with Netball New Zealand in advance in writing.
43. At all matches, court perimeter signage will meet specifications as determined by NNZ and adhere to all requirements regarding the placement and sponsor designation permitted on the signage. NNZ will advise from time to time specific requirements relating to signage.
44. NNZ reserves the right to provide signage and court equipment which may include but is not limited to goal post pads, score bench covers, to be used at games as directed.
45. If any dispute arises from the interpretation of these rules or the need arises to deal with any matter not provided for in the rules, reference in writing shall be made to or by Netball New Zealand whose decision shall be binding on all parties.