



Competition Information and Regulations 2022

Welcome to the 2022 Netball season. We trust everyone will have an enjoyable season.

Please check the website <http://www.kapimananetball.org.nz> for information and opportunities on:

- Coaching Courses
- Umpire Training
- Holiday Programs
- Reps
- Summer League
- Tournaments

Play hard, Play Fair

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1. PREMIER COMPETITION STRUCTURE AND SEASON DATES

1.1 Important dates for 2022 Netball Competitions

- Wednesday 4 May TRA Premier Competition starts
- Wednesday 24 Aug TRA Last game

Note: There will be no competition games on:

- May 11, May 18, June 8, June 15, July 13

1.2 Grade structure

1.2.1 Premier Grades – Premier 1-3

The Premier competition is a closed competition. Only teams who have gained entry from the previous season, or through grading rounds, or through pre-season entry competitions, or through a successful regrading request, are eligible to play in the Premier competition.

Teams who have gained entry into a premier grade through their previous season's results will start in the grade based on their finishing position in the previous season and taking into account promotion / relegation. Under exceptional circumstances a team regrade request may be considered.

A new club or member team entering the KMNC winter competition for the first time will start their inaugural season playing no higher than Championship 1. Under some circumstances a regrade request may be considered for a new club or member team by the KMNC board.

The approval or rejection of an application for a regrade shall be made by the KMNC Board at its sole discretion and will be made in the best interests of the competition as a whole, as determined by the KMNC Board. Club/School Administrators must submit a Team Regrade Request to KMNC at game@kapimananetball.org.nz. If a regrade request is declined and the team does not want to start the season in their assigned grade, the only recourse is to withdraw the team in question from the premier competition. Late withdrawals from the premier competition may result in a penalty being applied to the team/club/school as per section 7.2

Each premier grade will consist of six teams.

1.2.2 Pre-season team re-grade requests

Teams who need to request a re-grade prior to the season must ask their Club/School Administrator to submit a Team Re-Grade Pre-Season Request and return to KMNC Game Coordinator at game@kapimananetball.org.nz

1.3 Competition Dates

Premier

Round 1 – 5 weeks	4 May – June 29
Round 2, Competition Round – 5 weeks	6 July to 10 August
Semi Finals	17 August
Finals	24 August

1.3.1 Competition Format

- Round 1 - A 5 game round robin
 - On completion of this round there will promotion/relegation (1up/1down) of the top and bottom teams in each grade
- Round 2 - A 5 game round robin followed by a semi and a final game
 - Semi finals
 - 1 v 4
 - 2 v 3
 - 5 v 6
 - Final
 - Winner of 1 v 4 vs Winner of 2 v 3 play for 1st and 2nd place
 - Loser of 1 v 4 vs Loser of 2 v 3 play for 3rd and 4th place
 - 5 and 6 play for 5th and 6th

Notes:

Point's tables are updated weekly and will be available on the Kapi Mana Netball website www.kapimananetball.org.nz. Clubs, colleges and schools are responsible for checking and informing Kapi Mana Netball of any errors.

During round robin play

- Competition points are awarded as per the points table in section 5.2
- Ranking in the grade is determined by the team with the most points
- Where teams share the same amount of points, the team with the better goal difference (goals for minus goals against) will be considered the higher ranked team
- Where teams share the same amount of points, and have the same goal difference, the team with the better goal ratio (goals for divided by goals against) shall be considered the higher ranked team

After round 1

- The top placed team in premier 2 and 3 will be promoted to the grade above for round 2
- The bottom placed team in premier 1 and 2 will be relegated to the grade below for round 2
- Teams will not be promoted or relegated between the Premiership and Championship

After finals

- The bottom placed team in Premier 3 is automatically relegated to the Championship for the next season
- The 1st placed team in Championship A gains automatic promotion to Premier 3 for the next season
- Teams placed 2nd, 3rd, and 4th in Championship A and teams placed 3rd, 4th, and 5th in Premier 3 are granted entry into the Premier 3 entry tournament for the next season where 3 spots in premier 3 for the next season will be determined
- The winners of premier 2 and 3 will be automatically promoted to the grade above for the next season
- The last placed team in premier 1 and 2 will be automatically relegated to the grade below for the next season

2. CHAMPIONSHIP/CHAMPIONSHIP RESERVE COMPETITION STRUCTURE and SEASON DATES

2.1 Important dates for 2022 Netball Competitions

- | | |
|------------------------|-----------------------------|
| • Saturday 7 May | Mungavin Grading starts |
| • Saturday 21 May | Mungavin Grading ends |
| • Saturday 28 May | Mungavin Competition starts |
| • Saturday 3 September | Mungavin Competition ends |

Note: There will be no competition games on:

- | | |
|------------------------|--------------------------|
| • Saturday 4 June 2022 | Queen's Birthday Weekend |
| • Saturday July 16 | July School holidays |
| • Saturday July 23 | July School holidays |

2.2 Grade structure

2.2.1 Championship grades

The Championship competition has open grades (i.e. each club can enter teams at an appropriate level). Team's placings within the grades will be based on the previous season's final rankings. However, Kapi Mana Netball Centre (KMNC) may move teams up or down depending on a team's player composition and advice from the club.

A new club or member team entering the KMNC winter competition for the first time will start their inaugural season playing no higher than Championship 1. Under some circumstances a regrade request may be considered for a new club or member team by the KMNC board.

The approval or rejection of an application for a regrade shall be made by the KMNC Board at its sole discretion and will be made in the best interests of the competition as a whole, as determined by the KMNC Board. Club/School Administrators must submit a Team Regrade Request to KMNC at game@kapimananetball.org.nz.

As in previous years Championship and Championship Reserve grades will be made up of six teams, but if necessary may be modified to accommodate team numbers. In such a case, a modified format may be required for these grades which will be communicated to the affected teams separately from these regulations.

At the end of Round 1, teams will be split into Championship and Championship Reserve grades. The Championship Reserve grade will become a grade for collegiate aged players and teams only.

2.2.2 Pre-season team re-grade requests

Teams who need to request a re-grade prior to the season must ask their Club/School Administrator to submit a Team Re-Grade Pre-Season Request and return to KMNC Game Coordinator at game@kapimananetball.org.nz

2.3 Competition Dates

Championship and Championship Reserve

Grading Round	7 May to 21 May
Round 1	28 May to 2 July
Round 2	9 July to 20 August
Semi-Finals	27 August
FINALS DAY	3 September

2.3.1 Competition format

- 3 Grading games to determine starting grades
- A 5 game round robin
 - On completion of this round there will promotion/relegation (1up/1down) of the top and bottom teams in each grade
- A 5 game round robin followed by a semi and a final game
 - Semi finals
 - 1 v 4
 - 2 v 3
 - 5 and 6 have a bye
 - Final
 - Winner of 1 v 4 vs Winner of 2 v 3 play for 1st and 2nd place
 - Loser of 1 v 4 vs Loser of 2 v 3 play for 3rd and 4th place
 - 5 and 6 play for 5th and 6th

Notes:

Point's tables are updated weekly and will be available on the Kapi Mana Netball website www.kapimananetball.org.nz. Clubs, colleges and schools are responsible for checking and informing Kapi Mana Netball of any errors.

During round robin play

- Competition points are awarded as per the points table in section 5.2
- Ranking in the grade is determined by the team with the most points
- Where teams share the same amount of points, the team with the better goal difference (goals for minus goals against) will be considered the higher ranked team
- Where teams share the same amount of points, and have the same goal difference, the team with the better goal ratio (goals for divided by goals against) shall be considered the higher ranked team

After round 1

- teams will not be promoted or relegated between the Championship and Championship reserve (i.e. bottom placed team in Championship stays in Championship, and top placed team in Championship Reserve, stays in Championship reserve)
- there is no promotion of the top placed Championship team

After finals

- The 1st placed team in Championship A gains automatic promotion to Premier 3 for the next season
- Teams placed 2nd, 3rd, and 4th in Championship A are granted entry into the Premier 3 entry tournament for the next season

3. JUNIOR COMPETITION STRUCTURE AND SEASON DATES

3.1 Important dates for 2022 Netball Competitions

- | | |
|------------------------|-----------------------------|
| • Saturday 7 May | Mungavin Grading starts |
| • Saturday 21 May | Mungavin Grading ends |
| • Saturday 28 May | Mungavin Competition starts |
| • Saturday 3 September | Mungavin Competition ends |

Note: There will be no competition games on:

- | | |
|------------------------|--------------------------|
| • Saturday 4 June 2022 | Queen's Birthday Weekend |
| • Saturday July 16 | July School holidays |
| • Saturday July 23 | July School holidays |

3.2 Grade structure

3.2.1 Junior grades

The Junior competition has open grades (i.e. each club can enter teams at an appropriate level). Teams' placings within the grades will be based on the previous season's final rankings however Kapi Mana Netball Centre (KMNC) may move teams up or down depending on a team's player composition and advice from the club.

Under some circumstances a regrade request may be considered for a new club or member team by the KMNC board.

The approval or rejection of an application for a regrade shall be made by the KMNC Board at its sole discretion and will be made in the best interests of the competition as a whole, as determined by the KMNC Board. Club/School Administrators must submit a Team Regrade Request to KMNC at game@kapimananetball.org.nz.

Junior grades will be made up of 6 teams where possible but if necessary may be modified to accommodate team numbers. In such a case, a modified format may be required for these grades which will be communicated to the affected teams separately from these regulations.

3.2.2 Pre-season team re-grade requests

Teams who need to request a re-grade prior to the season must ask their Club Administrator to submit a Team Re-Grade Pre-Season Request and return to KMNC at game@kapimananetball.org.nz.

3.3 Junior Competition Dates

Junior

Grading Round	7 May to 21 May
Round 1	28 May to 2 July
Round 2	9 July to 20 August
Semi-Finals	27 August
FINALS DAY	3 September

3.3.1 Competition Format

- 3 Grading games to determine starting grades
- A 5 game round robin
 - On completion of this round there will promotion/relegation (1up/1down) of the top and bottom teams in each grade
- A 5 game round robin followed by a semi and a final game
 - Semi finals
 - 1 v 4
 - 2 v 3
 - 5 and 6 have a bye
 - Final
 - Winner of 1 v 4 vs Winner of 2 v 3 play for 1st and 2nd place
 - Loser of 1 v 4 vs Loser of 2 v 3 play for 3rd and 4th place
 - 5 and 6 play for 5th and 6th

Notes:

Point's tables are updated weekly and will be available on the Kapi Mana Netball website www.kapimananetball.org.nz. Clubs, colleges and schools are responsible for checking and informing Kapi Mana Netball of any errors.

During round robin play

- Competition points are awarded as per the points table in section 5.2
- Ranking in the grade is determined by the team with the most points
- Where teams share the same amount of points, the team with the better goal difference (goals for minus goals against) will be considered the higher ranked team
- Where teams share the same amount of points, and have the same goal difference, the team with the better goal ratio (goals for divided by goals against) shall be considered the higher ranked team

After round 1

- there is no promotion of the top placed Junior team
- there is no relegation of the bottom placed Junior team

After finals

- there is no end of season promotion / relegation

4. FUTURE FERN STRUCTURE AND SEASON DATES

4.1 Important dates for 2022 Netball Play

- Saturday 7 May Play starts
- Saturday 3 September Play ends

Note: There will be no games on:

- Saturday 4 June 2022 Queen's Birthday Weekend
- Saturday July 16 July School holidays
- Saturday July 23 July School holidays

4.2 Grade structure

4.2.1 Future Fern grades

Two Future Fern grades are available.

Year 3&4 Grade:

- 5 v 5 players
- 4 x 8 minute quarters
- 2.6m Goal Height
- Playing area is 2/3 of the court
- Size 4 ball used
- Rolling subs

Year 5&6 Grade:

- 6 v 6 players
- 4 x 8 minute quarters
- 2.6m Goal Height
- Playing area is full court
- Size 4 ball used
- Rolling subs

Both grades are non-competitive. No scores are kept, there are no competition ranking or results tables published, and depending on grade sizes, not all teams may end up playing each other.

Please consider your team sizes carefully when playing in these grades as all participants should play a minimum of half a game every week.

5. GENERAL COMPETITION INFORMATION

5.1 Game Lengths and Breaks Grade

Grade	Game length	Quarter length	Breaks
All grades (except FutureFERNs)	40 min	10 min	90 sec, 2 min, 90 sec
FutureFERNs	32mins	8 min	90 sec, 2 min, 90 sec

5.2 Competition Points

Action	Points or Penalty
Win	4 points
Draw	2 points
Loss	0 points
Bonus Points Loss by 3 points or less (40-minute game)	1 point to losing team
Default/Forfeit Premiership, Championship, Social Minimum 10-0 score will be applied at the time of default for 40-minute games.	Win awarded to opposition team and penalty applied to defaulting team as per Summary of Other Fees/Fines/Charges table in section 7.2
Default/Forfeit Juniors Minimum 10-0 score will be applied at the time of default for 40-minute games	Win awarded to opposition team and penalty applied to defaulting team as per Summary of Other Fees/Fines/Charges table in section 7.2

5.3 Timing of Matches

5.3.1 Games at Te Rauparaha Arena (TRA)

Games at Te Rauparaha Arena (TRA) will be timed and run by the Umpires controlling the game.

Timing for each Premier 1-3 game is to be undertaken by an official time-keeper. Official time-keepers are required to take injury time of up to 30 seconds by stopping the on-court automated timer and starting a manual timer for 30 seconds when the Umpire/s signal that an injury has occurred. Official time-keepers will inform the Umpires when 10 seconds remain, and once 30 seconds is complete. Official time-keepers will restart the on-court automated timer on the Umpire's whistle. In all grades, the Umpire's whistle starts and stops the game.

Where a game does not start on the starting bell due to the Umpires arriving late to the game, the game shall start as soon as the Umpires are present on the court.

5.3.2 Games at Mungavin Park

Games at Mungavin Park will be controlled by the automated timer/Mungavin Park siren. The Umpires may delegate this responsibility to a timer on the side-line, if such a person is present.

All other games should start via the on-court automated timer. The end of the quarter shall occur on the Umpire's whistle when signalled by the on-court automated timer/siren.

Where a game does not start on the starting bell due to the Umpires arriving late to the game, the game shall start as soon as the Umpires are present on the court but no extra time shall be played past the end of the quarter indicated by the automated timer/Mungavin Park siren.

5.4 Stoppages

Rules for stoppages vary per grade as outlined below.

5.4.1 Premier ONLY

1. Rolling Subs – Players on court may ask the Umpire for a stoppage without needing to give the reason of injury/illness or blood when initiating a rolling sub. The on-court automated timer does get stopped for a rolling sub. They have up to 10 seconds to leave the court and be replaced.
2. Injury/illness or blood - If there is an injury/illness or blood the on-court player must ask the Umpire for time with all other procedures around the stoppage conducted as per the current International Rules. The on-court automated timer does get stopped. They have up to 30 seconds to leave the court and be replaced.
3. In extreme circumstances the Umpires may hold time without a request being made. Should this happen the on-court automated timer is stopped.
4. For Premier grades the on-court automated timer must be stopped and a manual timer used to time 30 seconds. The on-court automated timer is restarted when the Umpire restarts the game.

5.4.2 Championship, Championship Reserve, Junior and Social.

1. Rolling Subs
 - a. Are **not** permitted in any Championship, Championship Reserve or Junior grades
 - b. Are permitted in any Social grade. No time is held for rolling subs in these grades, play will be held for up to 10 seconds to allow for the substitution and then will restart whether the substitution has been completed or not
2. Injury/illness or blood - If there is an injury/illness or blood the on-court player must ask the Umpire for time with all other procedures around the stoppage conducted as per Rule 9.3 of the current International Rules. The on-court automated timer is NOT stopped. They have up to 30 seconds to leave the court and be replaced.
3. In extreme circumstances the Umpires may hold time without a request being made. Should this happen the on-court automated timer is NOT stopped.

5.4.3 Injury substitution

1. The player concerned must leave the court immediately. Any substitutions must be made within 30 seconds. Time-keepers advise the Umpires when 10 seconds remain and when 30 seconds once 30 seconds is complete.
2. Only primary care person/s permitted on court to assist the player from the court.
3. In the event that the primary care person/s advises the Umpires that the player concerned cannot be removed safely within 30 seconds, the Umpires may extend the time for the player to leave the court.

4. The Umpires may authorise other persons (including team officials) to assist the player to leave the court if need be.
5. During the stoppage both teams may make substitutions and/or team changes, provided these are completed within the 30 seconds allowed for the stoppage.
6. If no substitution is made for the injured/ill player, or for a player who is bleeding, play may resume with the position left vacant. If the absent player was playing in the Centre position and no substitution is made, one player must move to take up the Centre position to allow the match to continue.
7. If a 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.

5.4.4 Restart of play following injury

1. Once an injury has been attended to and the game is safe to recommence the Umpire blows the whistle to re-start the game and play restarts from where the ball was when play stopped:
 - a) If the ball was out of court play, restarts with a throw in.
 - b) If an infringement was signalled before play was held, play restarts with the sanction awarded.
 - c) If the ball was on the ground or the Umpire is unable to say which team had possession of the ball, play restarts with a toss-up between any two opposing players allowed in the area.

5.4.5 Calling a game off

In extreme circumstances, the Umpires may decide to abandon a game if the safety of players and/or officials is considered to be at risk.

Once the teams are registered and on court **only the Umpires** can make a decision to call off a game, not a Team Manager, Coach or spectator.

If a team/coach/manager/spectator decides to pull a team, this will be considered a default. Refer to 'Defaults' www.kapimananetball.org.nz.

5.5 Defaults/Forfeit Score

1. At the time of a team defaulting/forfeiting a game, the base default score will be applied (see section 5.2 competition points table). However, this will be revised at the end of the round to take into account both teams' ranking within the grade. The score for the defaulting/forfeiting team will always be zero. The score applied to the other team will always be a minimum of 10, but can be higher by using the following formula.
2. Find both teams' average points differential for the round and minus one from the other. E.g. if the teams' point differentials are 240 and 50 over a seven-week round, the average will be 34.28 & 7.14, meaning a score line of 27-0 will be applied (34 minus 7 equals 27).
3. More information about KMNC Defaults for general and representative purposes can be found on the KMNC website www.kapimananetball.org.nz. *Also refer to Regulation Summary of Other Fees/Fines/Charges*

5.6 Results

1. Results and the points tables are updated weekly on the KMNC website – <http://www.kapimananetball.org.nz>
2. Clubs are responsible for checking results and informing the Kapi Mana Netball Centre of errors.
3. Errors identified after finalists or promoted/relegated teams have been notified will not be amended.
4. Please ensure that you check the results and any errors are communicated to Kapi Mana Netball Centre by Monday 9am for Saturday competition games, and by Friday 9am for Wednesday competition games.

5.7 Scoring

This regulation does not apply to Future Ferns.

1. Each team MUST supply a dedicated and responsible Scorer for their match.
2. Except in Premier 1, the Scorer/team representative may change during the game.
 - a. Unless otherwise agreed, the role of Scorer should be rotated between the teams either at each quarter time or swapped from one team to the other at half time.
3. Both Scorers must sit/stand together near the centre of the court, so that their position is clear to Umpires, and jointly carry out the responsibility of scoring preventing a dispute regarding the score.
4. ***Only scores recorded on the Official scorecard will be accepted.***
 - a) Scores kept by Coaches or other spectators will not be taken into account.
 - b) Teams failing to supply a Scorer must accept without challenge the scorecard as submitted by the opposing team.
5. If the score is in dispute, this must be brought to the attention of both Umpires and Control Desk IMMEDIATELY.
 - a) Once a game is over and the scorecard submitted to the Control Desk **no further action will be taken.**
6. All grades excluding Juniors and Future Ferns
 - a) The Scorers will be required to record all players and their positions/changes, substitutions and any disciplinary action taken on the reverse of the scorecard.

5.8 Tied Games - Playoff/Final or Promotion/Relegation game

1. In the event that the score is level at full time in a Playoff/Final or Promotion/Relegation game, the following processes will apply to find an outright winner to the game.
2. Extra Time
 - a) In the event extra time is required (i.e. it is a draw at full time), it is up to the Scorer/teams to notify the Umpires immediately.
 - b) The Umpire will hold play in the position where the ball is held.
 - c) Play will then continue, on the Umpire's whistle, from this position until one team has a two-goal margin (**not two goals scored**).
3. If these procedures are not followed and extra time is not taken, the highest ranked team on the points table will be declared the winner.
4. A play-off game is any game in which there must be a winner and includes a quarter final, semi-final, final, promotion or relegation game.

5.9 Team and Bench Regulations – Mungavin Park

1. These rules apply for all grades.
 - a) All court side-lines are to be clear of spectators. Team bench players, Officials and gear must be against the fence line out of the way of the Umpires.
 - b) For Court 1, each team must be positioned on the side-line where the Umpire does not run.
2. The Scorer (and time keeper where applicable) is to be situated side by side in line with the centre circle so their position is clear to the Umpires.

5.10 Team and Bench Regulations - TRA

1. At TRA team benches will be located in the middle side-line (in between the courts) on each side of the court console desk. Only team officials and registered team members are permitted to sit on the team bench.
2. Teams are to notify the Umpires of the position of their bench.
 - a) Team 1 (which is the first team listed in the draw) has the bench to the right-hand side of the court console desk (facing the court).
 - b) Team 2 (which is the second team listed on the draw) has the bench on the left-hand side of the court console desk.
3. The time keeper and the Scorer are to be seated at the court console desk (in line with the centre circle) so that their position is clear to the Umpires.
4. Exceptions to this positioning will be made if bench and on-court automated timer/scoreboard facilities are not available.
5. During play team officials and bench players must remain at the team bench, except that bench players may leave the team bench for a valid reason (such as to warm up).

5.11 Cancellations – Mungavin Park

Games played at Mungavin Park may be cancelled due to bad weather or other disruptions outside of the control of the KMNC.

Cancellations will be notified via the following media:

- Published on the KMNC website (www.kapimananetball.org.nz)
- KMNC Facebook Page

Cancellations will not be posted with less than 1 hours' notice except in exceptional circumstances. Please keep an eye on our mediums in bad weather as your game may not get cancelled until 1 hour before centre pass – this is to give us the most opportunity to play games if possible.

Safety is always the key consideration when cancelling games due to weather.

5.11.1 Championship / Championship Reserve / Junior / Social

If a game is cancelled for any reason the following applies:

During Grading Round

Games will continue according to the draw (i.e. the cancelled game will not be played) and final placings will be based on the number of games completed.

During Competition Rounds

Un-played games due will be recorded as draws.

Games will continue according to the draw and final places in round robin rounds will be based on the points table at the completion of the round.

If a Semi-Final is cancelled, the following will apply.

- If only semi-final 1v4 was cancelled, 1 will play the winner of 2v3 in the final
- If only semi-final 2v3 was cancelled, 2 will play the winner of 1v4 in the final
- If all semi-finals were cancelled
 - 1 will play 2 for 1st and 2nd in the final
 - 3 will play 4 for 3rd and 4th in the final
 - 5 will play 6 for 5th and 6th in the final

If a final is cancelled, but the semi-final was played and finalists decided, the following will apply.

- The higher placed team on the table at the end of the 2nd round robin shall be announced as the winner of the game

If all semis and finals are cancelled, the following will apply

- The placings on the competition table at the end of the 2nd round robin shall be deemed the final placings of the teams in that grade

If a competition is so disrupted to the point that no meaningful competition result can be determined, the KMNC reserves the right to, if possible, modify the competition in line with the remaining dates available to continue with a competitive competition. If this is not possible, remaining fixtures will become friendly's with as many games as possible being played. A member wide notification will be sent advising of this situation explaining what has caused the disruption, why the competition cannot continue as planned and what the remainder of the season will look like.

5.11.1 Future Ferns

There is no opportunity to catch up cancelled games.

5.12 Cancellations – TRA

Games played at TRA may be cancelled due to disruptions outside of the control of the KMNC.

Cancellations will be notified via the following media:

- Published on the KMNC website (www.kapimananetball.org.nz)
- KMNC Facebook Page
- Email to affected teams

Cancellations at TRA will almost always be out of the control of the KMNC, and at times may come with little warning. If a cancellation is due to the venue becoming unavailable due to a reason that affects TRA only and does not affect other venues, the KMNC will always try to reschedule the affected games to a new venue, but this is not always possible.

5.12.1 Premier 1 to 3

If a game is cancelled for any reason and cannot be rescheduled, the following applies:

During Round 1

Un-played games due will be recorded as draws.

Games will continue according to the draw and final places in round robin rounds will be based on the points table at the completion of the round.

During Round 2

Un-played games due will be recorded as draws.

Games will continue according to the draw and final places in round robin rounds will be based on the points table at the completion of the round.

If a Semi-Final is cancelled, the following will apply.

- If only semi-final 1v4 was cancelled, 1 will play the winner of 2v3 in the final
- If only semi-final 2v3 was cancelled, 2 will play the winner of 1v4 in the final
- If all semi-finals were cancelled
 - 1 will play 2 for 1st and 2nd in the final
 - 3 will play 4 for 3rd and 4th in the final
 - 5 will play 6 for 5th and 6th in the final

If a final is cancelled, but the semi-final was played and finalists decided, the following will apply.

- The higher placed team on the competition table at the end of the round 2 shall be announced as the winner of the game

If all semis and finals are cancelled, the following will apply

- The placings on the competition table at the end of round 2 shall be deemed the final placings of the teams in that grade

If a competition is so disrupted to the point that no meaningful competition result can be determined, the KMNC reserves the right to, if possible, modify the competition in line with the remaining dates available to continue with a competitive competition. If this is not possible, remaining fixtures will become friendly's with as many games as possible being played. A member wide notification will be sent advising of this situation explaining what has caused the disruption, why the competition cannot continue as planned and what the remainder of the season will look like.

6. COMPETITION RULES

Unless otherwise stated within these Competition Rules, the International Rules (as per the International Netball Federation Rule Book) apply to the 2022 KMNC winter competition. These Rules may be varied, amended, revoked or added to by the KMNC Board at any time however in

order to clarify, remove ambiguity, or to rule on a situation not provided for. Every effort shall be made not to change these Rules during the winter competition.

6.1 Disputes and Rulings

When a competition Rule is ambiguous, open to interpretation, or two Rules are contradictory, or silent on a particular circumstance, KMNC reserves the right to make a decision based on the intention of the specific Rule or these Rules generally and in the best interests of the competition and in the spirit of the game.

6.2 Competition Gender

Premier 1-3 - This a female only competition

Championship and Championship Reserve - This a female only competition

Mixed - This is a female/male competition. Males must be Year 11 or older.

Juniors - This is a mixed female/male competition. Males must be Year 7 or Year 8.

Future Ferns – This is mixed female/male programme. Males must match the year group for the grade they are playing in (Year 3&4 or Year 5&6).

KMNC will apply the Netball New Zealand Junior Netball Policy which recommends for the maximum of three boys to play on the court at one time, allowing for one in each third. KMNC will allow one boy in each of the defence (GK, GD), mid court (WD, C and WA) and shooting positions (GA, GS).

For Future Ferns, there are no restrictions on the number of males on court at any one time or the positions they play in.

6.3 Transgender Dispensation

Players may apply for dispensation to play and will be covered by Section 3.4 of Part VII (Integrity Regulations) of Netball NZ's Regulations. Direct dispensation requests in writing to the KMNC President on president@kapimananetball.org.nz

6.4 Affiliation of a Member Club, Member School or Member Team

Teams will only be accepted into the KMNC winter competition if they are part of a Member Club, Member School or Member Team.

6.4.1 New member team/club/school applications

A team, College or Club wishing to become a member of KMNC must submit a new club/school submission to the KMNC Board. Please submit a New Club or College Registration form along with a Uniform Registration form to advise new uniform design. Submit all forms to KMNC at game@kapimananetball.org.nz. Once a new club submission has been received and successfully accepted, the club/school will be invoiced with an affiliation fee.

6.4.2 Withdrawal of member team/club/school

After an absence of two playing years, a team, club or school must reapply to KMNC at game@kapimananetball.org.nz. As per the process above. An affiliation fee will again apply once successfully accepted.

6.5 Registration of Teams

Clubs and schools must return the Club Team Registration form or College Team Registration form indicating the number of teams and their grade/s as outlined in the registration information. Teams not registered in this manner will not be entered in the competition unless the KMNC Board exercises its discretion to accept late entries. Clubs and schools must also return the Club & School Contact Information form. Submit both forms to KMNC at game@kapimananetball.org.nz

6.5.1 Team rankings within each club/college

Clubs and schools must number their teams ranked from highest to lowest (with the highest team being numbered 1). Where there is more than one team from that club or school in a grade, the highest ranked team is that with the lowest number. Teams that move during the season retain their number even if it places them out of sequence with the other teams in their club or school. Teams are welcome to also advise a team name; however, the ranking number will also be associated with the team, i.e., Sharks 1 White. Please note that clubs and schools must use all reasonable endeavours to ensure that teams are ranked strictly in accordance with their ability, as this will assist in making our competition as competitive as possible, and help players enjoy their season.

6.6 Player Registration

6.6.1 General

All players must be registered for any team they play in at the KMNC. Failing to register a player who takes court for a team will result in a penalty being applied as per section 7.2 Summary of Other Fees/Fines/Charges

Players may only be registered in two competitive teams in a single season across all competitions at the KMNC, and only if one is a club team and one is a school team.

Players cannot be registered in two school teams, nor can they be registered in two club teams in a season.

Players may be registered in any number of teams in the social grades, regardless of their registration in competitive grades. Registration in a social team is mandatory and failing to register a player who takes court for a team will result in a penalty being applied as per section 7.2 Summary of Other Fees/Fines/Charges.

6.6.2 Players playing within two netball centres

Players can register with another club in another Centre. Please let KMNC know and check the rules of the "other" Centre. Player welfare is important to KMNC and having this information will allow us to support and guide players better in this area.

6.6.3 Start of season

Clubs and schools must complete their team registration online and ensure that it includes the names and correct date of birth (as a minimum) of all players in that team. This must be completed and advised to the Centre.

Clubs must ensure that all players have completed an online club registration form (via GameDay) that links into KMNC. Manual club registration forms should include a statement whereby the player agrees to be a member of the club and KMNC. Non-GameDay online copies of the club registration forms should be held by the club secretary/co-ordinator as a copy may be requested by KMNC should proof of registration be required (e.g. in the event of representative team or player squad selection).

6.6.4 Final deadline before season starts

Clubs and schools must notify KMNC if there are any player changes to Premier, Championship, Social, Juniors, Future Ferns team registrations by 31 May 2022. Up to this date, players register and de-register at no additional cost.

6.6.5 Player registration during season

After 31 May 2022, all additional player registrations during the season must be notified in writing via the New Player Registration form and submitted to KMNC Game Coordinator at game@kapimananetball.org.nz or to KMNC Staff at the Control Desk (TRA) or Registration Office (Mungavin Pavilion). Once a team has 12 registered players every additional registration incurs a KMNC fee along with a NCZ fee as per Rule 7.2. All changes or additions to teams must comply with the grading rules (see Rule 6.12).

6.6.6 Player registration on game day

***An unregistered team or player will incur a fine and forfeit the game.
This regulation does not apply to Future Ferns.***

Clubs and schools can register a player on Saturday, at the time of registration, by filling in an online Player Registration form via GameDay or visiting KMNC Staff at the Control Desk (TRA) or Registration Office (Mungavin Pavilion) to request a New Player Registration form.

A new player may take the court on that day but the registration will not be confirmed until the player is checked against the grading rules by KMNC Staff in the following week and an additional fee as mentioned in Rule 7.2 is paid in the instance the team exceeds its limit of 12 registered players. Therefore, it is the responsibility of the club/college to check a player is eligible to play for their club/college team and is placed in the correct grade or the team may risk a default being declared.

No discussion will be entered into a default due to playing a non-registered player.

All default provisions apply, refer to www.kapimananetball.org.nz and Rule 7.2 Summary of Other Fees/Fines/Charges.

6.6.7 Playing Under another Player's Name

If a player takes the court under another player's name, the game will be declared a default against the infringing team. In addition, the players in the team concerned, including the offending player/s, may be disqualified from playing in any further games for the remainder of the season.

All default provisions apply, refer to www.kapimananetball.org.nz and Rule 7.2 Summary of Other Fees/Fines/Charges.

6.7 Reserved for future use

6.8 Franchise Players

Definition

A franchise player is contracted to a franchise in the ANZ Premiership competition or National Netball League. Training partners are not included.

6.8.1 Premier 1 restrictions

Franchise players must be registered and play for a Premier 1 team only.

6.8.2 Player cap per team

There is no restriction on the number of Franchise or National Netball League players in a team.

- a) These players must be registered no later than 31 May of the current year.
- b) Any players playing in these grades will not be accepted after 31 May of the current year.

6.8.3 Maximum on court at any one time

At any stage during the season a Premier 1 team can only have one franchise player on court at any time.

6.8.4 Playing Up/Down

The Playing Up Limit (Rule 6.12.3) applies to franchise players as well i.e. in the situation that a Premier 1 Club has 2 teams in Premier 1, and those teams both have franchise players, the franchise players registered for the second team can play up in the first team. However, Rule 6.8.3 still applies. Please note any franchise player registered in the first team cannot play down in the Club's second team.

6.9 Registered Uniform

6.9.1 Image submission

A new club, college or team must submit a colour image of their proposed uniform and bib to KMNC for approval and registration before proceeding with ordering from the uniform supplier. Once registered, any other club, college or team may not wear the same uniform. If a club or school team is disbanded, the uniform shall remain on the register for two years.

6.9.2 Uniform amendments

Any proposed alteration to an existing registered uniform must first be approved by KMNC, following the process described above. Please complete the Uniform Registration form and return to Game Coordinator at game@kapimananetball.org.nz

6.9.3 Uniform branding/logos

Sponsors/partnerships on playing uniforms must be approved by KMNC. Please direct requests in writing to KMNC Board at game@kapimananetball.org.nz

6.10 Dress code

- a) A player may not take the court wearing an unregistered uniform.
- b) Sports shoes must be worn.
- c) Players may wear taped wedding bands (flat) and medical bracelets.
- d) Subject to (c), players must not wear jewellery of any kind, including rings, bracelets, anklets, friendship bands, necklaces of cultural or spiritual significance, piercings/studs/bars/gauges/septum on any part of your body. Players will be sent from the court if items are seen during the game. Non-adherence to this rule is at own risk.
- e) In addition to the above, Fitbits may not be worn or concealed under a sweatband or strapping.
- f) Players may take the court wearing bicycle pants no longer than the team skirt. Players may not wear full-length compression tights, g-strings or skimpy underwear, trousers, track pants or jeans.
- g) The sole exception is for players playing outdoors at Mungavin who are allowed to wear long sleeved tops (does not include leggings) of a dark colour (black or navy blue) or another colour where it matches the uniform colour when playing in inclement weather. The long-sleeved items must be registered as part of the Club, School, Team uniform registration.
- h) Long hair should be suitably tied up.
- i) Umpires will use their discretion in such circumstances. Direct requests in writing to Game Coordinator at game@kapimananetball.org.nz.

Any breach of the above dress code will result in removal of the offending player from the court by the Umpire. The player may not return to the court until the offending breach is rectified.

6.10.1 Variation to existing uniform

- a) A player may apply in writing to KMNC for a variation from the registered uniform for medical or cultural reasons or other special circumstances. Such a request must be in writing and be received by the Game Coordinator game@kapimananetball.org.nz a week prior to the game the player wishes to take court.
- b) Any change in registered uniform, such as style (two piece to dress); design, or colour is considered a variation and requires the permission of KMNC Board.
- c) Should a team fail to obtain permission to the variation it will be deemed to be playing in an unregistered uniform and will incur a penalty as Rule 7.2 Summary of Other Fees/Fines/Charges
- d) If Clubs or Schools are using more than one uniform then ALL versions of uniforms must be registered.

6.11 Game Day Registration

6.11.1 Team sheet completion

All teams are required to register at the Control Desk (TRA) or Registration Office (Mungavin Park) by ensuring they complete their team sheet prior to taking the court.

6.11.2 Where to find team sheets

The Team Sheet will be kept at the Control Desk (TRA) or Registration Office (Mungavin Pavilion) at all times. If the Team Sheet is not available, the back of the score card must be completed.

6.11.3 Team registration timing

Teams are advised to complete registration at least 15 minutes prior to game time.

6.11.4 Unregistered players

Spot checks for unregistered players will be conducted throughout the season.

6.11.5 Correct information required

For all grades the team game sheet must include each player's correct first name and surname (no nicknames or abbreviated names). If there is a name on the team sheet which does not match the name registered, that player will be deemed to be an unregistered player and penalties / fines will be applied as per Rule 7.2 Summary of Other Fees/Fines/Charges

The Control Desk or Registration office must ensure this is correct. If this results in a delay in the game starting, the Umpires can penalise as 'delaying play'.

6.12 Grading Rules

6.12.1 Player re-grade

1. Reasons for re-grade of players are as follows:
 - a) for players who have played at international level at any stage wish to play in Premier 3 or any grade below Premier 3;
 - b) any player who wishes to play in any grade that is more than two grades below the highest grade they have played in the previous two seasons.
2. Clubs and colleges must complete a Player Re-Grade Request form and return to Game Coordinator game@kapimananetball.org.nz before 12noon, three days prior to game day.
3. The approval or rejection of an application for a re-grade shall be made by the KMNC Board at its sole discretion. When considering whether a re-grade for a player is appropriate, the KMNC Board will take into account:
 - a) medical conditions;
 - b) return to netball after one or more seasons off;
 - c) placement of the next team below within the club;
 - d) inability to cope at the higher level previously played;
 - e) fairness to other players in the grade the player wishes to be re-graded to;
 - f) any representative history.
4. An application for an emergency re-grade may be made by no later than 12noon, one day prior to game day. Please complete and return a Player Re-Grade Request form with "emergency re-grade" in the subject heading to Game Coordinator game@kapimananetball.org.nz.

6.12.2 Competition Hierarchy

Although KMNC operates several competitive competitions, for the purposes of playing up/down, they are considered one competition hierarchy to which the playing up/down rules will apply.

1. The Premiership is the highest ranked competition, followed by the Championship, Championship Reserve and Junior competition. Players may only play up through this hierarchy within their school or club, not down.
2. Players may be registered in two teams for a season, a club and school team. It is possible these teams may play in different competitions and/or grades. e.g., a player may play in a club team in the Premiership grade and School team in the Championship grade. In this example, the player would not be allowed to play in a team from their Club that played in the Championship grade (this would be considered playing down within their Club), but would be allowed to play in a school team that played in the Premiership grade (this would be considering playing up within their school).
3. Players may not be registered in two club teams or two school teams.

Social and Mixed Grades are not considered part of the competitive competition hierarchy described above. The following applies to social competitions:

1. Players MUST be registered in the team they play in
2. Players can play in multiple social teams, however they MUST be registered in each team
3. Players can be registered in teams in both the competitive and social competitions

6.12.3 Playing up/down

This regulation does not apply to Future Ferns.

1. Playing up is based on grade, not team. For clarity, if the club or school has multiple teams in grades above, players are only able to play up twice in total, not twice per team above them
2. If your Club/School has two teams in the same grade, then a player may not play down within the grade. This means an A team player may not play in the B team but the B team player may play twice for the A team.
3. The ranking of the teams is set by the Club/School as per their registration form. This rule applies during grading rounds also.
4. If a player “plays up” for a 3rd time in a single season, they are automatically registered into the team they have played up for, and are deregistered from their original team. For clarity, they are now only allowed to play in the higher ranked team for the remainder of the season, playing in their original team will be consider “playing down”.
5. Playing up only becomes official if a player takes the court.
6. A player from a lower grade can only play in a higher grade twice.
7. A player may not play for a team in a club or school other than the club or school for which that player is registered.

8. A player may not play for a team in a grade lower than the grade in which they are registered.
9. All rules regarding playing for other teams apply equally to Premier 1 teams.
10. No player can play in a lower KMNC Competition grade than that in which they are registered.
 - a. This includes if the team they are registered in is ranked lower within their Club/School but has been graded higher in the KMNC competition.

The penalty for not complying with the above – the match is declared a default by the infringing team. Default sanctions will be applied as per Rule 7.2 Summary of Other Fees/Fines/Charges

6.12.4 Playing up limit

During all games leading up to finals, players may only play up on a total of two occasions (i.e. for any team in their club that is in a grade higher than the one in which the player is registered).

Where a player plays up a third time, to a higher ranked team, that player is then deemed to be registered as a permanent member of the team they have played up for and will be ineligible to play down for the remainder of the season.

6.12.5 Playing up dispensation

Where **three or more members of the team** are required for netball representative duties, (as defined in Rule 6.14) then an application may be made seeking dispensation for 'Playing Up'. The dispensation provides that a set number of named players for a set period, determined by KMNC, are entitled to play up a grade more than twice and can then return to their original team without penalty when the representative players return to the team.

Dispensation requests should be directed in writing with "playing up dispensation" in the subject heading to Game Coordinator centremanager@kapimananetball.org.nz before representative duties impact play.

Dispensation may be requested when a long-term injury has occurred to a player.

Dispensation requests should be directed in writing with "long-term injury dispensation" in the subject heading to Game Coordinator centremanager@kapimananetball.org.nz within 7 days of injury.

6.12.6 Playing up exemption

In special circumstances, the KMNC Board may grant an exemption from this deemed re-grade. Application for re-grade exemption must be directed in writing with "re-grade exemption" in the subject heading to Game Coordinator centremanager@kapimananetball.org.nz by Thursday 12pm prior to the Saturday game. Until such time as an exemption is granted (if any), the re-grade stands.

6.12.7 Finals eligibility

A player may only play for a team in the Round 2 finals series (Semi-Finals & Grand Finals) or in any promotion/relegation match if that player has taken the court for their own registered team and club on at least two occasions previously that season. The “Playing Up/Down” rule (Rule 6.12.3) applies. The “Playing-Up Limit” will still be enforced during finals.

To play in the two semi-finals or final a player must have played at least two competition matches prior to the semi-final or final with that team.

In the event that the second game the player was to play becomes a default or cancellation or similar, KMNC can, upon written application, declare that game as a legitimate qualifying game but only if a team list of who would have taken the court on that occasion is supplied.

Should an additional player be required for the two Semi-Finals or Finals Day a request must be submitted to Game Coordinator game@kapimananetball.org.nz at least two days prior to the player taking court.

- a) A separate application is required for each game and player.
- b) The application must include the reason for the reserve, i.e. which player is unavailable and if the addition is a player in the competition or a new player.
- c) This will also be subject to the playing up/down criteria (*see Rule 6.12.3*, i.e. a player registered (for their club and school) in a higher grade cannot play down a grade in their club and school teams.
- d) The approval or otherwise of the application, is at the sole discretion of the KMNC
- e) Additional player requests are not accepted on the day of Semis or Finals competition.

6.13 Transfers and Un-financial Players

1. Subject to the grading rules, players may transfer between clubs, schools, regions and centres. Transfers between seasons need to be advised in writing to Game Coordinator game@kapimananetball.org.nz.
2. A season is deemed to have commenced upon the receipt of the Team Member registration forms by KMNC before or by the required date.
3. Transfers during the season must be notified in writing to Game Coordinator game@kapimananetball.org.nz by the club/school to which the player is transferring, accompanied by a letter of agreement from the club/school which they are transferring from.
4. KMNC takes no responsibility for un-financial transferring players, unless the player has an outstanding debt or obligation to KMNC. It is the responsibility of Club/School/Team to follow up un-financial transferring players.

6.14 Deferment of games

More information about Deferments for general and representative purposes can be found on www.kapimananetball.org.nz.

A game deferment can be sought where two or more team members (this will include coach, manager or Umpire) who are unavailable to play or coach/manage/Umpire in the scheduled

Saturday competition day due to netball representative duties or NNZ affiliated duties, the team may request **to defer the game**.

Representative duty is defined as a player, coach, manager or Umpire travelling away from Porirua within one of the following representative teams:

- a) KMNC representative team or Umpire duties
- b) Netball Central Zone representative team; National Netball League players or Umpire duties
- c) Netball New Zealand, International age group, Secondary School or Senior representative netball team or Umpire duties.

Consideration to defer a game may also be given for any other extenuating circumstance, please discuss this with the Game Coordinator. Failing to consult with KMNC may result in a default of the game being imposed.

Please note: The last game of a round may not be approved to be deferred, as in most cases the new round starts the following week and subsequent draws rely on an outcome.

A deferment fee per game is required (*Refer Rule 7.2 Summary of Other Fees/Fines/Charges*).

A deferment request must follow the following procedure;

1. Unless the purpose the deferment is a representative commitment of Kapi Mana Netball, it is the responsibility of the team seeking the deferment to organise the rescheduled game (including venue and Umpires).
2. For all teams within the Premiership to Championship B, Umpire requirements **must be** done in consultation with KMNC.
3. The team wishing to request a game deferment must notify their opposition's Club Captain/Sport Coordinator in writing **at least 7 days prior** to the scheduled game.
4. The request must be accompanied by not less than 3 alternative dates that the game can be played, all timed after 5.30pm if a weekday, and name a venue.
5. The game must be played within the time period of the next two competition games. The suggested alternative dates referred above must fall within this time frame.
6. Before a deferment may be granted the two teams involved must come to an agreement on the date, time & venue for the deferment.
7. Once a date is settled between the requesting team and their opposition, a Game Deferment Request form must be completed and returned to Game Coordinator game@kapimananetball.org.nz.

6.15 Umpiring Duties

6.15.1 Player Umpire Requirements

1. All teams in Premiership and Championship Grades may be called upon to carry out umpiring as part of Duty.
2. If the team/player fails to fulfil their rostered umpiring duty, then the team will be subject to penalty as described in *Rule 7.2 Summary of Other Fees/Fines/Charges*
3. Except for teams in the Junior A grade, all Primary graded teams (Juniors and Future Ferns) must provide their own Umpire.

4. All teams are responsible for checking the Umpire roster each week.

6.15.2 Player Umpire Duties & Fines

1. All games must have two Umpires
2. In all cases, once an Umpire begins a game, that Umpire must Umpire the entire game. Umpires may not be changed during the course of the game except in the case of injury to the Umpire and/or at the discretion of the KMNC staff.
3. Player Umpires shall, as far as possible, Umpire at least two grades below that which they play and should not Umpire another team from their club or college.
4. Where possible player Umpires must don neutral colours before taking the court to avoid confusing on-court players.
5. Provide own whistle or come prepared to purchase a whistle at least 10 minutes prior to the start of the game. Whistles may be purchased at the Registration Office (Mungavin Pavilion).
 - a. Finger whistle - \$6.50
 - b. Basic whistle with lanyard - \$5.00

Loan whistles are not provided.

6. Player Umpires must report for duty at the Registration Office (Mungavin Pavilion) prior to the start of the game regardless of whether allocated on duty or reserve. Player Umpires must sign-in and stay in the near vicinity of the Registration Office until released by KMNC staff. You will be fined if this is not adhered to.
7. Player Umpires are responsible for the following duties pre-match:
 - a. Nail & jewellery check
 - b. Establish and note on the scorecard which team has the first pass (Evens)
 - c. Request match ball and retain on console desk.
 - d. Return scorecard and match ball (if applicable) to Registration Office (Mungavin Pavilion).

6.16 Player Umpire Recommendations

6.16.1 KMNC recommendations for all player/Umpires

Complete Learning to Umpire module – find the link on our KMNC website at www.kapimananetball.org.nz located under Officials/Umpires tab – select Officials Handy Resources & Info – click on Learning to Umpire Online Module. Any access difficulties, email Development Officer at admin@kapimananetball.org.nz.

6.16.2 Practical Umpire training

Clubs and colleges are welcome to request practical Umpire training led by KMNC for their players via email to KMNC Umpire Convenor at umpires@kapimananetball.org.nz. There may be a cost involved.

6.17 Registration Office Duty – Mungavin Park

A Check Sheet can be found in the Registration Office

1. Clubs/Colleges will be required to do Registration Office duties throughout the season.
2. Three people must be available during the allocated duty period to work with the Registration Office Coordinator to run the competition on the day.
3. Failure to provide three people for Registration Office Duty and/or carry out duties requested will result in a penalty being applied to the team. *(Refer Rule 7.2 Summary of Other Fees/Fines/Charges)*

6.18 Health & Safety

All accidents, injuries or incidents both on and off the court must be reported to the Registration Office as soon as possible.

7. ADMINISTRATION

7.1 Annual Registration Fees

1. All annual registration fees must be paid in full by **1 July 2022**.
2. Late payment will result in a 10% penalty on unpaid team registration fee.
3. Failure for a team to be financial at **6 August 2022**, KMNC will:
 - a. Exclude the team from playing semi and final games or
 - b. Exclude the team from being announced winner of the grade, if in a points-based grade.
4. Teams who withdraw after the 3rd game of the season must pay the full registration fee. Failure to pay by the due date may result in the team being defaulted.
5. If clubs/schools are struggling financially to meet the above deadlines, then discussions can be held with the Centre and repayment options set up to assist in avoiding penalties.

KMNC 2022 Affiliation Fees (includes Levy from Netball New Zealand and Netball Central Zone)		Levies inc. GST from	
Grade	Registration fee payable – GST inclusive	Netball NZ	Netball Central Zone
2022 Member Club, Member Team Premier 1, 2, 3 for a team of up to 12 players <i>Additional players – 4th game KMNC & NCZ levy applies</i>	\$1125.00 \$30.00	\$65.00	\$185.00 \$18.50 pp
2022 Member Club, Member Team Championship and Social and Mixed for a team of up to 12 players <i>Additional players – 4th game KMNC & NCZ levy applies</i>	\$650.00 \$30.00	\$65.00	\$185.00 \$18.50pp
2022 Member Club, Member Team Juniors for a team of up to 12 players <i>Additional players – 4th game KMNC & NCZ levy applies</i>	\$385.00 \$20.00	\$40.00	\$80.50 \$8.50pp
2022 Member Club, Member Team Year 5&6 for a team of up to 10 players Year 3&4 for a team of up to 10 players <i>Additional players – 4th game KMNC & NCZ levy applies</i>	\$320.00 \$220.00 \$20.00		

The registration fee is assessed on the grade in which the relevant team plays in Round 1

7.2 Summary of Other Fees/Fines/Charges

1. Any disputes regarding fines must be made in writing to KMNC within seven days of the invoice being issued by KMNC.
2. Failure to pay a fine or charge will result in the Club or School being un-financial to KMNC.

Fee or Charge Description	Competition	Fine/Fee
Default by midday prior to scheduled game	Premiership, Championship, Championship Reserve, Social, Mixed	\$50 Fine and loss of 2 competition points IF default is deemed tactical by the KMNC (e.g. defaulting team would gain an advantage on competition ladder by doing so)
	Junior and Future Ferns	\$50 Fine and loss of 2 competition points IF default is deemed tactical by the KMNC (e.g. defaulting team would gain an advantage on competition ladder by doing so)
Late default	Premiership, Championship, Social, Mixed	\$50 Fine and loss of 2 competition points IF default is deemed tactical by the KMNC (e.g. defaulting team would gain an advantage on competition ladder by doing so)
	Championship Reserve, Junior	\$50 Fine and loss of 2 competition points IF default is deemed tactical by the KMNC (e.g. defaulting team would gain an advantage on competition ladder by doing so)
Unregistered player	All	\$50.00 plus loss of 2 competition points for the team
Playing under another name	All	\$50.00 plus loss of 2 competition points for the team
Playing down a grade or Playing up over the 2 times allowed without dispensation	All	\$50.00 plus loss of 2 competition points for the team
Failure to report for umpiring or failing to Umpire	All	<i>Teams 1st offence</i> \$50 fine <i>Teams 2nd offence</i> \$50.00 fine <i>Teams 3rd offence</i> Discussion with KMNC, \$50.00 fine and loss of 2

Fee or Charge Description	Competition	Fine/Fee
		competition point per Umpire
Unregistered uniform	All	\$20.00 per player
Failure to report for office duty	All	\$20.00 per person
Bib Hire	All	\$5.00 per set
Withdrawal of a team after game 3 of the season	All	Full team registration fee
Withdrawal of a team less than 1 month before the season start	Premier Grades	Half the full team registration fee
New Player Registration after Team Registration has been received	All	\$10.00 per player
Regrade fee	All	\$20.00 per player
Deferment of Game	All	\$20.00 per request
Protest fee	All	\$20.00 per submission
Appeal Fee <i>See Constitution</i> KMNC Constitution - Kapi Mana Netball Centre - GameDay (sportstg.com)	All	\$20.00 per submission
Banners (of sponsors)	All	\$50.00 per court per game for display at Mungavin

7.2.1 Mungavin Park Court hire

The KMNC has winter season bookings of the Mungavin Park Netball Courts as follows.

From the beginning of May, Every Saturday – full day booking, all courts

From the beginning of April, Monday to Thursday - 6pm to 9pm, courts 1 to 4

The following time slots for Mungavin Park Courts 1 to 4 (with lights) can be booked directly with the KMNC:

Day	Time
Monday	6pm to 7.30pm
	7.45pm to 9.15pm
Tuesday	6pm to 7.30pm
	7.45pm to 9.15pm
Wednesday	6pm to 7.30pm
	7.45pm to 9.15pm
Thursday	6pm to 7.30pm
	7.45pm to 9.15pm

Outside of these times the courts must be booked through Porirua City Council (PCC) - Parks Customer Services Officer phone 04 237 5089.

Please note, that if you book courts 1-4 directly with PCC, you will not have access to the lights as these are owned by the KMNC.

7.3 2022 Training Court hire costs

Full season court hire fees must be paid in full by 29 May 2021.

Mungavin Park Season Court Hire and use of lights for members. Costs are per 1.5 hour slot and include GST. (Beginning April to End August)	
1 Court full season	\$235.43
2 Courts (price per court) full season	\$180.96
3 Courts (price per court) full season	\$164.84

Please contact the Centre Admin on admin@kapimananetball.org.nz for more information and booking enquiries.

7.4 Pavilion hire

The KMNC pavilion is available for hire. Kapi Mana Netball Centre **does not** however hold a liquor licence. As a result, if a liquor licence is required for an event, the hirer bears responsibility for applying for this individually.

Hirer	Time	Rate (incl GST)
Member clubs, colleges and teams (for use by the club, college or team other than as set out above)	Daytime hire (i.e., 8am-4pm)	\$15 p/hr
	Evening hire (i.e., 4pm-1am)	\$20 p/hr
	Evening Club meeting	Free
Members of member clubs, colleges and teams for events that are not Member club, Member school or Member team events	Daytime hire (i.e., 8am-5pm)	\$25 p/hr plus \$150 refundable bond
	Evening hire (i.e., 5pm-1am)	\$30 p/hr plus \$250 refundable bond
Non-members	Daytime hire (i.e., 8am-5pm)	\$50 p/hr Plus \$150 refundable bond
	Evening hire (i.e., 5pm-1am)	\$60 p/hr plus \$250 refundable bond

7.5 Valuables and Lost Property

1. Please do not leave valuables or clothes unattended around the courts.
2. KMNC takes no responsibility for items lost or stolen at the courts.
3. Lost property is retained for up to four weeks only.
 - a. Enquire at the Control Desk (TRA) or Registration Office (Mungavin Pavilion) or email admin@kapimananetball.org.nz

7.6 Advertising

7.6.1 Club/Sponsor Signage

1. Any Club or Team that wishes to display sponsor signage, must get permission from KMNC.
2. Club banners may be displayed provided that the banner is tied to the fence or held in such a way so as not to interfere with or cover KMNC signage or to interfere with any game.
3. Banners that promote a sponsor's logo or name will be charged at \$50.00 per court per game.

7.6.2 Provision of contact information to commercial agencies

1. KMNC will not provide the contact information of any clubs, colleges or individual players to any agencies without specific consent.

7.7 Smokefree Policy

Smoking is not permitted within the KMNC Pavilion, TRA or inside the surrounds of the Mungavin Park courts (in compliance with the Smoke Free Environments Amendment Act 2003).

7.8 Restrictions on Court Use/Access

7.8.1 Mungavin Park Courts

Dogs, bicycles, skateboards, roller-blades and scooters are not permitted within the fenced perimeter of the netball courts. Umbrellas, pushchairs, prams and wheelchairs may only be used behind the baselines and not along the side-lines of the courts so as to avoid impeding Umpires.

An Umpire may request any items along the side-line, including team gear bags, to be repositioned or removed.

7.8.2 Te Rauparaha Arena (TRA)

Conditions of use for courts hired at TRA are outlined on the TRA court-hire contracts.

8. FAIR PLAY AND MISCONDUCT

8.1 Fair Play

1. As well as adhering to the Netball New Zealand Code of Conduct as described in the [current NNZ regulations](#), all members (Players, Coaches, Managers and Officials) are expected to adopt fair-play practices in their games.
2. No foul language or intimidation directed towards players, umpires or staff is tolerated on court or on the sideline during a game.
3. Teams who are considered to be not applying fair-play principles in their participation may be excluded from the competition.
4. Kapi Mana Netball Centre applies the following fair-play (in netball) principles to its competitions:
 - a) Always playing fair and within the rules.
 - b) Always respecting your opponents and officials.

- c) Always giving it heaps but keeping your cool.
- d) Always respecting and supporting your team-mates, coaches/managers.

Players deemed to have breached Fair Play (on court) will be penalised by the umpires under Rule 13 of the [International Rules of Netball](#).

8.2 Misconduct

1. The seriousness and consequences of any case of misconduct depend on the circumstances in which it occurs.
2. If you are concerned about something, discuss it with our Kapi Mana Netball Centre Administrator or a Board member.
3. The following list should therefore be used as a guideline only:
 - a) Swearing at umpires or volunteers
 - b) Breach of Smokefree policy
 - c) Continual lateness for games
 - d) Unsuitable dress or presentation
 - e) Unsatisfactory performance (this applies to volunteers, umpires, coaches etc.)
 - f) Consumption of alcohol.

8.3 Serious Misconduct

1. The seriousness and consequences of any case of misconduct depend on the circumstances in which it occurs.
2. If you are concerned about something, discuss it with our Kapi Mana Netball Centre Administrator or a Board member.
3. The following list should therefore be used as a guideline only:
 - a) Illegal possession or consumption of drugs
 - b) Violence or threats of violence against others
 - c) Threatening, abusive or insulting behaviour to any person
 - d) An act of negligence or unsafe practice which seriously effects safety or health of any person
 - e) Failure to comply with any of the safety policies, procedures, operating or rules of Kapi Mana Netball Centre
 - f) Sexual or racial harassment of any person
 - g) This policy incorporates aspects of the Code of Conduct and Ethics of Netball New Zealand.

8.4 Breaches of the Code of Conduct or Fairplay

1. All breaches of Code of Conduct or fairplay must be reported to Kapi Mana Netball Centre. This can be done either during the game; directly after the game to the Registration

Office personnel; or for formal complaints, in writing in email by 12pm Monday following the game and directed to KMNC Game Administrator at game@kapimananetball.org.nz

2. The disciplinary penalties for breaching the code of conduct is outlined below.

A single instance/occurrence of misconduct would not make a member liable to have their membership terminated but the member and their club/school will receive a warning. The warning will apply to both the individual member and the club/school.

For cases of misconduct, disciplinary action involves three successive warnings a season before termination of individual membership or club membership is considered.

However, a single instance/occurrence of serious misconduct would make a member liable for a severe penalty, which could include termination of membership without the need for any further warning to be given. Termination of membership can last for a week or the entire season depending on the severity of the misconduct.

8.5 Process to follow for Board consideration of misconduct (see Clause 14 of the Constitution)

The Kapi Mana Netball Board must make a reasonable enquiry into the matter.

The member concerned shall be given 7 days written notice by the Board of the proposed resolution and have the right to be present and make submissions to the Board meeting in which the resolution is to be determined.

If a member has their membership terminated, they may appeal the decision to a Kapi Mana Netball General Meeting called for that purpose. An Appeal is allowed if two-thirds of the majority of those entitled to vote at the AGM do so in favour of an appeal.

Decision of the Kapi Mana Netball General Meeting shall be final.

The Netball New Zealand Board or Zone Board may also terminate membership under their respective constitutions. See Clause 14 for more information about the process that applies for NNZ and Zone Board decisions.

8.6 Judicial Committee

In cases of misconduct allegations where the Board cannot be impartial or the consequences could be severe, the Board may refer the matter to a Judiciary Committee for its consideration. For example allegations against a Centre staff member, Umpire or Board member, or where multiple warnings have been given to an individual/ school or Club. The Board should formally write to the alleged member and their club / school, including the process to be undertaken and the reason(s) why the matter is being considered by Committee. See Clause 21 of the Kapi Mana Netball Centre Constitution for the process to be undertaken.

8.7 Pregnancy Guidelines

KMNC considers that pregnancy is a state of health, not an illness. It is important that all athletes are fully informed of the risks. As such KMNC follow the Netball NZ Pregnancy guidelines and suggest anyone either pregnant or involved with a pregnant player (coach, manager or club official) read through the guidelines and follow any appropriate steps to ensure the safety and health of the player and their child.

The Netball NZ Pregnancy guidelines are outlined below. Netball New Zealand considers that pregnancy is a state of health, not an illness. It is important that all athletes are fully informed of the risks.

Netball is classified as a limited contact sport and therefore there is the potential for a player to fall or collide with either a solid object (i.e. goal post, another player) or a projectile (i.e., the ball). Pregnant players need to be aware that participation in contact or collision sports carries some risks for herself and her unborn child.

The following guidelines outline the responsibilities of the pregnant player, coaches, administrators, Umpires and other players when dealing with pregnancy in netball. However, as each person and each pregnancy is different, a pregnant player's ongoing participation in netball should be made on an individual basis and these guidelines can only assist all those concerned with pregnancy in netball to make decisions.

The key principle to note is that a pregnant player has the right to participate in her chosen sport and it may be considered discriminatory and prohibited by the Human Rights Act 1993; to use pregnancy as a basis for discrimination.

Responsibilities of the Pregnant Player:

- Obtain professional medical advice and a clear understanding of the risks before making a decision on whether to continue to participate in netball and for how long.
- Regularly review training and playing programme with medical advisor, taking into account the changes to their physical condition.
- Use common sense and avoid taking unnecessary risks.
- Bleeding and/or abdominal pain are warning signs, if either or both occur, stop activity and seek immediate medical advice.
- Pregnant players should avoid overheating, especially in the first trimester.
- Pregnant players should not increase the intensity of their training or playing programme at any stage during their pregnancy.
- Pregnant players should monitor their heart rate regularly to ensure they always work at less than 75% of your maximum heart rate.
- The pregnant player should advise her coach and trainer of their pregnancy so that training can be modified accordingly.
- Pregnant players need to also pay special attention to a thorough warm up and cool down, consuming adequate fluids before, during and after exercise.
- Remember that it is the pregnant player who shall make the decision as to whether to continue to participate in netball or when to stop.

Responsibilities of the Coach and/or Trainer

- Respect and support the rights of players who wish to continue exercising while pregnant.
- Encourage and support players to obtain and act on professional medical advice with regard to their continued participation in netball and when to stop.
- Avoid giving advice that you are not qualified to give. Coaches & Trainers must be careful when giving advice on how to train during pregnancy that they are not placing themselves in the position of medical experts. A consultative approach between the player, coach, trainer and medical expert is recommended.

- Select players as per the relevant selection policy and ensure that this is based on merit and capability without discriminating on the basis of pregnancy.
- Retaining the confidentiality of a player's pregnancy must be respected, unless the player agrees to disclosure or there is a serious or imminent threat to the player's life or health.
- Remember that the pregnant player shall make the decision as to whether to participate in netball and when to stop.

Responsibilities of the Administrator or Facility Manager

Respect and support the rights of women who wish to continue exercising while pregnant.

Ensure that policies are in place to outline the organisation's commitment to equal opportunity and avoiding discrimination, particularly where pregnant women are concerned.

Ensure that everyone in the organisation understands these policies and that the policies are reviewed and updated regularly.

Evaluate and consider precautions that can be taken to avoid harm to all players, including pregnant players.

Seek professional medical and legal advice when necessary and ensure that this advice is available to coaches, Umpires and players when required.

Ensure Coaches understand that they must select players as per the relevant selection policy and ensure that this is based on merit and capability.

Promote adherence to the rules of the game. □ Avoid giving advice that you are not qualified to give and encourage pregnant players to obtain and act on medical advice, particularly regarding the risks of continuing to play and when to stop.

It is recommended that a clear statement containing this advice be prominently displayed and included on relevant documents such as the registration form for competitions.

Responsibilities of Umpires and Officials

- Respect and support the rights of women who wish to continue exercising while pregnant.
- Avoid giving advice that you are not qualified to give.
- Apply the rules of netball equally and fairly to all participants at all times.
- Prioritise the safety and welfare of all participants above all else.

Responsibilities of the Other Players

- Respect and support a pregnant player in the same way as they would any other participant.
- Adhere to the rules of the game.

Other:

Legal issues to be considered in dealing with pregnant players include; providing safe playing environments and the privacy of the pregnant player. It is recommended that legal and/or medical advice is sought if an issue arises where it is not clear what steps should be taken in a given situation.

Review and Approval of Pregnancy Guidelines

The Pregnancy Guidelines will be reviewed annually against related medical & legislative changes.

Resources:

The following resources are also recommended if further reading on the subject is sought:

Pregnancy in Sport: Guidelines for the Australian Sporting Industry (2002), Australian Sports Commission

Pregnant Athletes: A review of the legal issues (Australia) (2001) – an opinion obtained by the Australia and New Zealand Sports Law Association

Women in Sport: Exercise and Pregnancy, issued by Sports Medicine New Zealand

Mums the Word; Exercise During Pregnancy, New South Wales Sport and Recreation

Sports Medicine Australia's Statement – the Benefits and Risks of Exercise in Pregnancy” *Journal of Science and Medicine in Sport* 5(1):p11-19

Sports Medicine Australia: Exercise in Pregnancy – Fact Sheet No.2

Get Knocked Up or Get Knocked Out –Pregnancy in Sport, *The Independent* 2 April 2003, A Scott-Howman, Bell Gully

What Athletes Can Expect When They're Expecting, (2006) *The Chronicle of Higher Education*, Vol 52, Issue 38

9. LIFE MEMBERSHIP & SERVICE AWARDS

9.1 Life Membership

A Life Member is a person who has been granted a Life Membership of KMNC for outstanding contribution or service to netball and/or KMNC.

A person shall become a Life Member of KMNC by nomination, recommendation and the vote by a two-thirds majority of those entitled to vote at a KMNC AGM.

The nominee must have made an outstanding contribution to netball, with exceptional service in administration, coaching and/or umpiring at club, college or as an associate member within KMNC and/or NNZ.

The nominee must hold a KMNC Service Award at the time of nomination.

9.2 Service Award

Qualifications for a Service Award shall be a significant contribution in administration, coaching and/or umpiring at club, college, associate member or KMNC level. The work itself must have been of an outstanding nature and the period of itself is not a qualification.

Throughout the season the ability to nominate suitable people for recognition will be advertised through newsletters, website and emails. Clubs, colleges and associate members wishing to nominate a person for Life Membership or a Service Award must complete the approved nomination form which will be circulated widely and sourced from KMNC or the website. All information pertaining to the nomination must be received by KMNC at any time during the year. All nominations will be kept confidential. At the appropriate time nominations will be forwarded to the Convener of the Panel. Nominations close by 31 October in any year for decision by the AGM in the March of the following year.