



COMPETITION REGULATIONS

Amended – 30 March 2026

TABLE OF CONTENTS

DEFINITIONS	3
COMPETITION REGULATIONS	3
COMPETITION INFORMATION PACK	3
1. CLUB AND ENTITY TEAM DELEGATE MEETINGS.....	4
2. CORRESPONDENCE	4
3. FINANCES	4
4. INFORMATION TO CLUBS AND ENTITY TEAMS	5
5. CVNA REGISTRATION	5
6. NETBALL VICTORIA MEMBERSHIP.....	6
7. INCLUSIVE ENVIRONMENTS.....	6
8. AGE REQUIREMENTS.....	7
9. COMPETITIONS & PROGRAMS.....	7
10. GRADING.....	8
11. DRESS CODE	8
12. CLEARANCES	10
13. CONDUCT OF GAMES.....	10
14. SCORING	11
15. COMPETITION LADDERS	12
16. BORROWING PLAYERS	12
17. FINALS	13
18. PLAYER FINALS QUALIFICATION	13
19. FORFEITS	14
20. CANCELLATIONS.....	14
21. SELECTION OF REPRESENTATIVE TEAMS.....	15
22. GAME OFFICIALS.....	16
23. AWARDS	17
24. PRESENTATION	17
25. FUNDRAISING	17
26. COURSES, SEMINARS & OTHER OPPORTUNITIES.....	18
27. ACCREDITATION	18
28. RISK MANAGEMENT	18
29. DISPUTE RESOLUTION.....	20
30. SPECIAL CIRCUMSTANCES/PROVISIONS CLAUSE	20
31. INDEMNITY	21

DEFINITIONS

“Association” means the Central Victorian Netball Association incorporated.

“Board” is the governing body (Executive Committee) of the Association as established in the joint agreement.

“Club” means a non-profit incorporated or unincorporated body or school which has an interest in netball and is affiliated with the Association.

“Competition information pack” is a document that outlines competition specific rules.

“Delegate” is a representative of a club, entity team who consults with the Association and is authorised to act on behalf of the club or entity team.

“Constitution” means the joint agreement of the Association as amended from time to time.

“Entity Team” is a team which is not affiliated with a governing club in the competition.

“Ineligible player” is a player who is not entitled to participate in a game, which may include a player who has not qualified or a player not eligible to play in that age section.

“Member” is a person who pays a membership fee to the Association.

“Regulations” means the Regulations of the Association as amended from time to time.

“Scoresheet” means the official paper scoresheet

“Team Official” has the meaning given to it by Regulation 22.

COMPETITION REGULATIONS

These regulations govern the conduct of all competitions administered by the Central Victoria Netball Association (CVNA). They outline the rules and expectations for the Association and its members.

The Board adopted these regulations on **30 March 2026**.

Any amendments to these regulations come into effect on the date they are approved by the Board and will remain in force until amended, repealed, or replaced.

Where there is a conflict between these regulations and the Competition Information Pack, the Competition Information Pack will take precedence. Where the Competition Information Pack is silent on a matter, these regulations shall apply.

COMPETITION INFORMATION PACK

The Competition Information Pack will be provided to Clubs prior to the start of each competition. It outlines competition-specific rules, key dates, and other important information relevant to the administration and conduct of each competition.

The Competition Information Pack may include amendments or variations to these regulations to support participation, inclusion, or competition-specific requirements.

1. CLUB AND ENTITY TEAM DELEGATE MEETINGS

- 1.1 Delegate meetings will be held on the dates determined by the Board and advised to clubs and entity teams from time to time.
- 1.2 All clubs and entity teams must be represented by at least one delegate at all delegate meetings.

2. CORRESPONDENCE

- 2.1 All correspondence sent by a club or entity team to the Association must be sent in writing from the club or entity team delegate to the Association.
- 2.2 All correspondence from the Association to a club or entity team will be addressed to the delegate.

3. FINANCES

3.1 Fees

- (a) Competition fees shall be determined by the Board and calculated to cover the costs of the Association and Competition management activities.
- (b) All monies due to the Association must be paid by the nominated due date. Players that have not paid by the nominated date will not be permitted to take the court.
- (c) At the discretion of the Board, any individual with outstanding debt to the Association shall not be permitted to take the court for any club or entity team in any competition until the outstanding debt is paid.

3.2 Reimbursements/Payments

- (a) Board members may be entitled to claim preapproved authorised expenses incurred whilst acting in an official capacity from the Association. Receipts must be supplied to the Association for any reimbursements to be made.
- (b) Umpires will be paid at the rate determined by the Association.
- (c) Other Association personnel may be entitled to claim preapproved authorised expenses incurred whilst acting on behalf of the Association as determined at the discretion of the Board on a case-by-case basis.

3.3 Competition fees

- (a) The Association can only facilitate refunds for Association competition fees.
- (b) Where exceptional circumstances apply an individual may be eligible for reimbursement of Association competition fees.
- (c) The Association reserves the right to amend 3.2 (a) appropriate to the competition which will be communicated by the Association to all clubs or entity teams via the competition information pack and/or as specified by regulation 4.

- (d) Exceptional circumstance applications will be determined by the Board on a case-by-case basis, and any decision shall be final. Exceptional circumstances could include but are not limited to: season ending injury, passing of player, unforeseen relocation.

Note: Fees paid to Netball Victoria or other third parties are not refunded by the Association and need to be applied for separately.

4. INFORMATION TO CLUBS AND ENTITY TEAMS

- 4.1 A club or entity team is to submit the name and contact information (mobile phone number and email address) of a delegate at the time of competition registration.
- 4.2 A club or entity team can have a maximum of one delegate.
- 4.3 A club or entity team must advise the Association of any changes to their delegate in writing.
- 4.4 The Association shall provide information to all clubs and entity team delegates prior to the start of the competition. Information may include:
 - (a) Association contact details
 - (b) Association venue address
 - (c) A copy or link to the Association's competition regulations
 - (d) Fixtures; and
 - (e) Details of courses, seminars etc.

5. CVNA REGISTRATION

- 5.1 **Club and entity teams**
 - (a) For a club or entity team to be eligible to compete in the Association's competitions, the club or entity team will be required to complete the registration requirements as set out in the competition information pack by the due date.
 - (b) All clubs and entity teams that are subsequently accepted by the Association shall receive information from the Association, which may include:
 - (i) Due date and amount of all fees and levies that are to be paid for the competition, including registration fees, court fees, Netball Victoria fees, and any other fees that may be deemed necessary for that competition.
 - (ii) A copy or link to the Association competition regulations.
 - (iii) Information regarding any meetings or other requirements of the Association; and
 - (iv) Any information provided in accordance with Regulation 4.
 - (c) The Association reserves the right to reject the registration of any club or entity team applying to the Association for registration to participate in a competition.
 - (d) All clubs and entity teams will have access to relevant Netball Victoria policies, procedures, regulations, and Codes of Conduct via the Netball Victoria website.

- 5.2 Players, coaches, umpires and off court officials
- (a) All players, coaches, and off court officials must be registered with the CVNA by 30 June each season unless otherwise specified in the competition information pack.
- 5.3 A player can only register and play for one club or entity team per competition unless otherwise specified in the competition information pack.
- 5.4 Player registration closes 30 June of the current playing year unless otherwise specified in the competition information pack. Exemptions may be considered in exceptional circumstances.

6. NETBALL VICTORIA MEMBERSHIP

- 6.1 The Netball Victoria membership fees are set annually by the Victorian Netball Association Inc.
- (a) To be eligible to participate in Netball Victoria affiliated Association competitions or programs (including NetSetGo), as a player, coach or umpire, an individual must be a current financial Netball Victoria member. All junior, senior and all abilities players, coaches and umpires must register through the appropriate online registration form link as provided by the Association.
- (b) An off-the-court membership (administrative roles e.g. Board & subcommittee) is required by those Association members that have an off-court role.
- 6.2 No player, coach or umpire will be permitted to participate in the Association's activities in any capacity without a current Netball Victoria membership.
- 6.3 Any breach of this regulation may result in the players team being subject to a penalty of the loss of four (4) premiership points.

7. INCLUSIVE ENVIRONMENTS

- 7.1 The Association is committed to providing a safe, fair, and inclusive sporting environment where all people can contribute and participate.
- 7.2 The Association will endeavour to provide opportunities for males to participate in mixed and male competitions.
- 7.3 The Association may conduct cultural awareness training & inclusive workshops to ensure your club is providing a welcoming environment and creating awareness around cultural views and barriers.
- 7.4 The Association supports participation in netball based on the gender with which a person identifies. If issues arise, the Association will seek advice and act in accordance with the Netball Victoria Transgender & Gender Diverse Policy.
- 7.5 All competitions will be clearly labelled regarding age group and gender. This includes additional references to all genders that are permitted to play. All competition labelling will be clear and transparent.
- 7.6 Males who are 13 years (and older) are not permitted to participate in female only competition. This means that males must be less than 13 years of age (actual age) as at the first day of the competition or season; and

- 7.7 Males that turn 13 during that competition or season will be permitted to participate for the duration of that competition or season.
- 7.8 Where competitions are offered up to and including the 13&U age group there can be no restrictions applied based on gender.
- 7.9 The Association shall provide information relating to male participation in mixed competitions in the competition information pack.
- 7.10 A team that breaches this regulation may be subject to a penalty of the loss of four (4) premiership points.

8. AGE REQUIREMENTS

- 8.1 Player age is determined as at the 31 December of the current playing year. Specifically, regulation 7.6 must also be applied.
- 8.2 Participants must provide their correct date of birth at the time of registering and failure to do so will result in ineligibility to participate in the Association's activities.
- 8.3 Participants aged between 5 and 10 years are encouraged to participate in the NetSetGO Program.
- 8.4 Recommended age limits will be provided as part of the competition information pack.
- 8.5 Any breach of this regulation may result in the players team being subject to a penalty of the loss of four (4) premiership points.

9. COMPETITIONS & PROGRAMS

- 9.1 Female, mixed and male divisions and/or sections may be offered.
- 9.2 Competition divisions and sections will be determined by the Association prior to the commencement of each competition. Specific details will be provided as part of the competition information pack.
- 9.3 The Association reserves the right to add and/or remove divisions and/or sections to suit the season's competition.
- 9.1 **Single Game Vouchers may be used**
 - (a) Individuals may purchase a single game voucher which will allow the individual to participate as a player in the Association's activities only for the game or activity to which the Single Game Voucher relates.
 - (b) A player must purchase a single game voucher through the nominated process prior to becoming eligible to participating in the relevant game or activity.
 - (c) The number of single game vouchers available per player per competition will be communicated in the competition information pack.
 - (d) Single Game Vouchers are not valid towards qualifying for finals.
 - (e) Individuals filling in on a single game voucher must enter a division deemed appropriate and commensurate with their skill level. For e.g. players that play for another Association or League

i.e. league 17/Under teams must not fill in for a CVNA section 3 team. This must be considered in good faith to the association and the fairness and equity of the game. If required, the Association can provide advice prior to games.

- (f) Any breach of this regulation may result in the players team being subject to a penalty of the loss of four (4) premiership points.

10. GRADING

- 10.1 The Association will develop and implement a grading policy which will set out the process to be used to evaluate, grade and re-grade all teams.
- 10.2 After the grading period all premiership points and percentages will be set back to zero.
- 10.3 No re-grading of teams will occur once grading is completed.

11. DRESS CODE

11.1 Players

- (a) Each club or entity team must submit its proposed uniform to the Association, for approval by the Association. Clubs or entity teams are permitted to offer uniform options within their registered uniform to their players. If a club or entity team provides uniform options for their players, all uniform options must ensure player safety, for e.g. shorts must not have pockets and should result in players in the same team being easily recognised as being in the same club or entity team, i.e. if some players choose to wear shorts/shirt combination and others a dress they should still be easily recognisable as the same club or entity team with the colours and design.
- (b) Clubs and entity teams must notify the Association in writing of any proposed changes to their uniform for approval. Clubs or entity teams changing to a new approved uniform are permitted one season for transition. During this period, a club or entity team making a change to a new approved uniform is permitted to have teams with players wearing either the old or new uniform provided the uniforms are of similar appearance and colours, so the players are easily recognised as being in the same club or entity team.
- (c) The Association must approve all club and entity team uniform colours and designs. If a club has any player/s requesting to wear shorts or other items of clothing that do not form part of their club's approved registered uniform options, the club will need to submit a design and colour to the Association, for approval.
- (d) Wearing undergarments is permitted, they **MUST** be either all black, white or the predominate club colour. Undergarments must be worn beneath the existing team uniform.
 - (i) The Association will not allow multi coloured undergarments.

- (ii) Clubs or entity teams must manage and ensure consistency with any undergarments being worn.
 - (iii) If more than one player is wearing undergarments for the same team these players must be in a similar style top and bottom and the same colour.
- (e) The following items will be considered part of the standard uniform, and do not require the player to seek approval from the Association:
- (i) Head coverings: Players must ensure that head coverings are not dangerous to themselves or other competitors. This includes no jewellery and no sharp pins on head coverings. If fastenings are necessary, only clips and non-sharp pins should be used. Head coverings must be tight and non-flowing.
 - (ii) Additional clothing options: Players may wear additional clothing for religious, cultural, medical, or other inclusive reasons. Any additional clothing must ensure player safety and adhere to the same colour guidelines as undergarments: all black, all white or the predominate club or entity team colour and must be worn beneath the existing team uniform.
- (f) Jewellery and body piercings, including taped jewellery, must not be worn during association activities. Players will not be permitted to participate until all jewellery is removed. Exceptions will be made for taped wedding bands in the open age division. Medical exemption may be available. The Association reserves the right to amend this regulation; any amendments will be communicated in the competition information pack.
- (g) Fingernails must be short and smooth when participating in the Association's activities.
- (h) Gloves are not permitted unless required based on a medical condition. A medical certificate must be provided to the Association and approved before the player takes the court.
- (i) Hair must be suitably tied back e.g. ponytail, plait or braided, and free from any adornment that may cause injury e.g. beads.
- (j) Umpires will be responsible for checking that players meet the requirements of this regulation.
- (k) Players will not be allowed to take the court until they meet all uniform requirements as outlined in this regulation to the satisfaction of the officiating umpires.
- (l) The Association reserves the right to amend this regulation. Any amendments will be communicated in the competition information pack.

11.2 Umpires

- (a) All umpires are required to wear CVNA branded or plain unmarked white/cream upper body apparel and black bottoms/lower apparel. Umpires may choose any clothing option that they are comfortable with (i.e. skirt, shorts, leggings, etc.) Suitable footwear is required.

- (b) Any umpire wishing to seek a variation from the uniform where circumstances exist, such as religious, cultural, medical, or other inclusive reasons, must submit a written application for approval by the Association.
- (c) The following items will be considered part of the standard uniform, and do not require approval from the Association:
 - (i) Head coverings - Head coverings must be all black or all white. Umpires must not wear anything that is dangerous to themselves or the players. This includes no sharp pins on head coverings (hijabs). If the head covering needs to be fastened, clips and non-sharp pins are to be used. Head coverings must be tight and non-flowing.
 - (ii) Additional clothing options: Umpires may wear additional clothing for religious, cultural, medical, or other inclusive reasons. Any additional clothing must ensure umpire and player safety and adhere to the same colour guidelines as undergarments: all black, all white or the predominate club or entity team colour and must be worn beneath the existing team uniform.

11. CLEARANCES

- 11.1 A clearance is required if a player wishes to transfer to another club or entity team during a season. Application is made through their club delegate through Netball Connect.
- 11.2 No player will be granted more than one (1) clearance per season.
A clearance will not be granted after the halfway point of the relevant season. For the purposes of determining the halfway point of the season the season includes grading matches but does not include finals.
- 11.3 Any dispute arising from clearance restrictions will be dealt with according to the relevant grievance procedure of the Association.

13. CONDUCT OF GAMES

- 13.1 The Association complies with the "Official Rules of Netball" as amended or revised from time to time noting that variations to the official rules of Netball may be made for matches that are not for international play for players of different levels or to meet other conditions as per the Variations for other levels of play.
- 13.2 The length of quarters for all matches governed by the Association will be determined by the Association and communicated in the competition information pack prior to the start of the season.
- 13.3 If games are centrally timed there will be no injury time. However, matches may be stopped by the umpires at their discretion at any stage as considered appropriate to ensure the safety of players and maintain a safe playing area.
- 13.4 The Association will allow Rolling Substitutions in all divisions.

- (a) The rolling substitution stands at the designated area. This is normally set up as a small box or line to the side of each team's bench, next to the score bench
- (b) Before leaving the designated area, the substitute tags (with hands) the player leaving the court.
- (c) Only one (1) rolling substitute per team can be made at a time.
- (d) Play is not to be held up for rolling substitutions. If play is delayed, the player will be penalised under the Rules of Netball rule Delaying play.
- (e) Players must observe the offside rules as they enter/leave the court.
Sanction: Free pass where the infringement occurred (offside area) unless this places the non-infringing team at a disadvantage, or advantage is applied.
- (f) Players must not interfere with the umpire's movement during the substitution.
Sanction: Free pass where the ball was when play was stopped (advantage may be applied).
- (g) If a player leaves the court as a rolling substitution, and there is no player in the designated area, the replacement player is treated as a late player. A late player may after advising the umpire, take the court in the vacant position/s at the next break in play.
Action: Any late player is sent from the court until the correct time for entry and possession is awarded to the opposing team where the ball was when play stopped.

14. SCORING

- 14.1 The Association will provide an official paper scoresheet "scoresheet" and live scoring device if available for all competitive division games.
- 14.2 It is the responsibility of the first named team to score the game on the scoresheet, the second on the live scoring device, unless both scorers agree to switch prior to the game starting.
- 14.3 Each team must provide a non-participating scorer for all games aged 16 years or older. Scorers are not to be substituted during the game except in the case of an emergency and the umpire approves.
- 14.4 If a scorer is substituted the umpires should ensure the scoresheet is correct prior to the substitution scorer taking over as per 14.6.
- 14.5 The scorers must sit or stand together for the duration of the game on the sideline level with the centre circle. Scorers should not leave this area for the duration of the game.
- 14.6 One (1) official scoresheet and live scoring app if available will be used for each game. This scoresheet/Live Scoring App will list the complete names (both given and surname) of all players intending to participate as players in the game. The scoresheet/live scoring app shall also indicate the positions played each quarter by individuals and the game score. A record of centre passes must also be kept and provided if requested by an umpire.
- 14.7 If a scorer, club or entity team believes the score is incorrect they must:
 - (a) lodge a dispute in writing with the Association's administrator within 72 hours of the game being played.
 - (b) The Board will advise the result of the dispute, and this decision shall be final and binding on all parties.

14.8 The official paper scoresheet will be the authoritative record.

15. COMPETITION LADDERS

15.1 Ladders will be made available by the Association during competition seasons for competitive divisions.

15.2 Premiership points are awarded during competition seasons as follows:

- (a) 4 points for a win or bye (byes will not be included in goals for/against percentage calculations).
- (b) 2 points for a draw
- (c) 1 point for a loss.
- (d) 0 points for a forfeit or abandonment allocated to the team that forfeits/abandons – opposition team will receive 4 points equal to a win and a 10-0 winning goal margin.
- (e) Refer to Regulation 20 for points awarded for a game cancellation.

15.3 In the event of teams being equal on points, positions shall be determined by the percentage of goals scored for and against each team (with higher percentage from the relevant teams leading to higher position on the ladder). In the event of teams being equal on percentage, positions shall be determined by the greater number of goals scored by those Teams.

16. BORROWING PLAYERS

16.1 Competitive / Non-Competitive

- (a) Players are not allowed to play in a lower section or age group.
- (b) Players shall only be permitted to play in a higher section or age group or where a club fields multiple teams within the same section or age group, a player is eligible to participate in any of those teams.
- (c) A player may only represent one team per section or age group per round.
- (d) Players may play a maximum of four (4) games in a team other than the team they are originally registered to without transferring to that team for the duration of the season in accordance with Regulation 16.1(d)(i)
 - (i) Players may transfer between teams until the player participates in their fifth game in a higher section or age group or across teams within the same section in one season. Once this occurs the player will be deemed to have transferred to that team and for the duration of the season is only eligible to play for that team.
 - (ii) Games played in a higher section or age group are cumulative i.e. if player from 3A fills in for one game for a team in 2A and the following week they fill in for a team in 2B, the player is deemed to have played two games in a higher section or age group.

- (iii) Games played across the section or age group will not count as games played in a higher section or age group for e.g. a player plays in 3 games in two different teams in Section 2B and then plays 4 games in section 2A they will be deemed to have played 4 games in a higher section.
- (e) During the grading period, players will not be considered to have played in a higher section, this includes instances where players participate across multiple teams within the same section. Games played during this period will not count toward the four-game limit outlined in Regulation 16.1(b)(i).
- (f) Players who participate in their fifth game in multiple higher sections will be deemed to have transferred to the team where the majority of games have been played i.e. if a player from 3A fills in 4 times in 2B and one game in 2A the player will be deemed to have transferred to 2B.
- (g) Once a player has transferred to a higher section any further games played in a higher section will result in them being transferred to that section. I.e. if a player originally registered in 3B plays 4 times in 2B and one game in 2A resulting in them being transferred to 2B; if they subsequently play 1 game in 2A they will automatically transfer to the higher team.
- (h) The Association reserves the right to amend this regulation. Any amendments will be communicated in the competition information pack.

17. FINALS

- 17.1 Finals will be played at the conclusion of the regular rounds of a competition for all competitive divisions.
- 17.2 The format for finals for any given competition will be determined by the Association and communicated in the competition information pack.
- 17.3 The ladder position of teams at the conclusion of the regular rounds of the competition shall determine the teams which will qualify to participate in the finals. Ladder positions are to be calculated in accordance with Regulation 15.
- 17.4 Regulation 12 applies to finals matches in the same manner as regular season matches.
- 17.5 If a final does not reach half time, it must be re-scheduled.
- 17.6 Drawn games will be conducted and resolved in accordance with the 'Official Rules of Netball'.

18. PLAYER FINALS QUALIFICATION

- 18.1 Subject to Regulation 17, players shall be permitted to play in one final. An exemption may be considered in exceptional circumstances.
- 18.2 Players must qualify for finals by playing seven (7) matches in 7 different rounds with the Association prior to the finals.
 - (a) Games played within the grading period will count as qualifying games.

- 18.3 Players must play a minimum of four (4) games in a team throughout the season to qualify to compete in that team's finals.
- (a) Games played within the grading period will not count as qualifying games.
- 18.4 Teams found playing an ineligible player during finals will be deemed to have lost that game.
- 18.5 The Association reserves the right to amend this regulation. Any amendments will be communicated in the competition information pack.

19. FORFEITS

- 19.1 If a team fails to arrive on court 5 minutes after the game clock starts, only players of the non-offending team will be deemed to have participated in that game. Players of the offending team will not be deemed to have participated in that game.
- 19.2 The non-offending team may nominate a maximum of seven (7) players from the official score sheet, as having participated in the game.
- 19.3 Where more than seven (7) players are listed on the official score sheet the club or entity team within 72 hours of the games official start time may nominate in writing which seven (7) players are to be recorded as having participated in the game.
- 19.4 If the non-offending team does not nominate the players to be recorded as having participated in the game within the specified time period as per rule 19.3 the Association will deem that the first seven (7) listed players on the official score sheet to have played the game.

20. CANCELLATIONS

- 20.1 If a match is cancelled due to circumstances beyond the Association's control (e.g. power outage, weather, or other unforeseen events):
- (a) If cancellation occurs prior to teams taking the court they will be awarded 2 competition points, as per a draw in accordance with regulation 15.2.
- (b) If cancellation occurs before half-time: Both teams will be awarded 2 competition points, as per a drawn match in accordance with Regulation 15.2
- (b) If cancellation occurs after half-time: The team leading at the time of cancellation will be awarded 4 competition points and retain the percentage based on the score at the time the game was cancelled. The trailing team will be awarded 1 competition point, in accordance with Regulation 15.2 and retain the percentage based on the score at the time the game was cancelled.
- 20.2 If a game is cancelled after players have taken the court the players recorded on the official scoresheet as having taken the court will be deemed as having participated in the game.
- 20.3 If a game is cancelled prior to teams taking the court a maximum of seven (7) players, as named on the official score sheet, for each team can be deemed to have participated in the game.
- 20.4 Where more than seven (7) players are listed on the official score sheet the club or entity team within 72 hours of the games official start time may nominate in writing which seven (7) players are to be recorded as having participated in the game.

- 20.5 If a club or entity team does not nominate the players to be recorded as having participated in the game within the specified time period as per rule 20.4 the Association will deem that the first seven (7) listed players on the official score sheet to have played the game.
- 20.6 Should circumstances occur which require successive rounds to be cancelled, the Board will consider the position and determine a suitable course of action.

21. SELECTION OF REPRESENTATIVE TEAMS

- 21.1 The Board will develop an Association representative team selection policy.
- 21.2 Nominated Association selectors will complete the 'Select for Success' online learning program or equivalent as appropriate.
- 21.3 The Association will organise the representative squad selection trials.
- 21.4 To be eligible for selection into the Central Victorian Netball Association Representative Teams, a player must play in a current CVNA competition or was a registered player in the preceding season twilight competition and must hold a current Netball Victoria membership prior to squad training commencing. Should selection trials be held prior to the opening of the current competition season registration period, players who registered and played in the previous season's competitions will be eligible for selection.
- 21.5 Selection trials will be conducted under the following conditions:
- (a) All players who have submitted a player registration form by the specified closing date shall be informed with at least seven (7) days' notice the date, time, and place where selection trials are to be held.
- 21.6 **Team Selection Panels**
- (a) Team selectors will be appointed for each team and may be made up of the team Coach and other nominated selectors.
 - (b) Team selectors may be appointed to more than one panel.
- 21.7 Players shall be notified of the outcome of selection trials within the timeframe nominated by the Association.
- 21.8 The team selector's decision shall be final.
- 21.9 The Association will only consider appeals for a review of decisions on the grounds that a player believes the selection committee has not complied with the representative team selection policy, and that this non-compliance has materially affected the assessment of the player.
- (a) It is the responsibility of the player to demonstrate that a breach of the CVNA representative team selection policy has occurred.
 - (b) Due to the time sensitive nature of selection, appeals must be lodged within 24 hours of receiving a decision made by the selection committee.

- (c) In the event of an appeal being lodged where non-compliance of the representative team selection policy has been demonstrated an independent review panel made up of three (3) board members will review the evidence and make a final determination.
- 21.10 All Association coaches must hold at least foundation-level coaching accreditation and meet the specific requirements of the tournament(s) they are entering.
- 21.11 CVNA affiliated clubs or entity teams must not register to any tournament that any CVNA representative teams are competing in.

22. GAME OFFICIALS

- 22.1 Each team must have a minimum of the following roles: Coach, Primary Carer, Scorer, and Captain.
- (a) The roles of Coach and Captain may be held by the same individual.
 - (b) The roles of Primary Carer and Team Manager (if appointed) may be held by the same individual.
 - (c) The role of Scorer must be held independently and cannot be combined with any other role.
- 22.2 Game officials include the following roles:
- (a) **Coaches**
 - (i) Each team must have an appointed coach.
 - (ii) Coaches must have a minimum 'Foundation Coaching Level Accreditation' to coach a team unless otherwise specified in the competition information pack.
 - (iii) Coaches 18 and older must hold a valid WWCC and/or VIT if coaching any team with players aged Under 18.
 - (iv) Coaches must register with Netball Victoria through Netball Connect.
 - (b) **Team Managers**
 - (i) Each team may appoint a team manager.
 - (ii) Team Managers must hold a valid WWCC and/or VIT if managing any team with players aged Under 18.
 - (c) **Primary Carer**
 - (i) Each team must have an appointed primary carer.
 - (ii) The primary carer is permitted on the court during a stoppage for injury/illness of a player or blood issues.
 - (iii) The primary carer must wear a fluorescent-coloured vest or be easily identifiable as the primary carer.
 - (iv) The primary carer must hold a valid WWCC and/or VIT if caring for any team with players aged Under 18.
 - (d) **Scorer and Timekeeper**
 - (i) Each team must have an appointed scorer.
 - (e) **Umpires**

- (i) An umpire shall be appointed for each match by the Association.
- (ii) An umpire must, at a minimum, have completed and passed Netball Victoria's foundation umpire course, the rules of netball exam and attend the Introduction to Umpiring workshop to be eligible to be appointed as an umpire.
- (iii) Umpires aged 18 years or older must hold a valid WWCC and/or VIT.
- (iv) Umpires must register with Netball Victoria through Netball Connect.
- (f) **Captain & Vice-Captain**
 - (i) Each team must have an appointed captain.
- (g) **Team Officials**
 - (i) Each team is allocated a team bench where team officials and bench players are located during play. All player substitutions during rolling subs must be done so through a designated area as appointed by the Association.

22.3 The Association reserves the right to amend this regulation. Any amendments will be communicated in the competition information pack.

23. AWARDS

- 23.1 All NetSetGO and non-competitive team participants will receive a participation award as deemed appropriate by the Association.
- 23.2 All players who participate in a grand final will receive an award to be determined by the Association.
- 23.3 Umpire awards may be awarded by the Association at their discretion.

24. PRESENTATION

- 24.1 A presentation ceremony may be held by the Association, at their discretion.
- 24.2 When hosting a presentation ceremony, the date and format shall be determined by the Association.

25. FUNDRAISING

- 25.1 The Association may conduct fundraising activities during each year.
- 25.2 The Board shall determine the specific fundraising activities to be conducted.
- 25.3 Individual clubs or entity teams must seek approval from the Board for any individual fundraising activities they wish to conduct at Association competitions or events.
 - (a) Clubs or entity teams must apply in writing at least four weeks prior to the event, providing details of and rationale for the fundraising activity. Information as to how the activity will be organised, including risk management and safety measures if relevant, must be provided.

26. COURSES, SEMINARS & OTHER OPPORTUNITIES

- 26.1 The Association shall provide notification of opportunities for all members to improve their skills by attending courses, seminars, and other personal development activities.
- 26.2 The Association shall encourage and support members who wish to attend appropriate courses, seminars, and other personal development activities.

27. ACCREDITATION

- 27.1 The Association shall take all reasonable steps to ensure that all team officials have the appropriate minimum qualifications.
- 27.2 Where minimum accreditation standards are not met, the Association shall encourage and support the member(s) to achieve the minimum accreditation standard.
- 27.3 The Association will not appoint any person to a team official position unless that individual has achieved the minimum standard accreditation or is in the process of acquiring the minimum standard accreditation.

28. RISK MANAGEMENT

28.1 Injury Reporting

- (a) All clubs and entity teams are responsible for recording all injuries of the injured player (or players' guardian for players under 18) on the Netball Victoria Injury report form.
- (b) All clubs and entity teams are required to provide a copy of the completed Netball Victoria injury report form to the Association within 72 hours of the injury.

28.2 Child Safety in Netball

- (a) The Association, clubs and entity teams are responsible for the observance, promotion, enforcement and monitoring of the Child Safety in Netball Policy and Code of Conduct.
- (b) The Association, clubs and entity teams are responsible for the management and administration of the application of the Netball Victoria Working with Children Check Regulation.
- (c) The Association, clubs and entity teams are responsible for the management and administration of complying with the 11 Child Safe Standards
- (d) All clubs and entity teams are required to have a delegated Child Safety Officer (CSO).
- (e) The Association has a delegated Child Safety Officer. Details of the Child Safety Officer will be provided on the Associations website and competition information pack.

28.3 Working with Children's Check (WWCC)

- (a) Association Board members, personnel and representative team coaches, team managers, primary carers, aged 18 years or older must have a valid Working with Children's Check (WWCC), or Victorian Institute of Teaching registration (VIT).

- (b) The Association will keep a register of all Board members, personnel and representative team coaches, team managers, primary carers, aged 18 years or older Working with Children's check (WWCC) or Victorian Institute of Teaching (VIT) details.
- (c) All clubs or entity teams are required to ensure that their coaches, team managers, primary carers and delegates hold a valid WWCC, or VIT.
- (d) Clubs or entity team delegates will be required to make a declaration that their coaches, team managers, primary carers and delegates hold a valid WWCC or VIT prior to the start of the season.
- (e) Clubs or entity team delegates must submit to the Association within 72 hours of a written request the WWCC or VIT details of any coach, team manager, primary carer or delegate.
- (f) Failure to comply with this regulation may result in the loss of 4 premiership points to the coach, team manager or primary carers team. In the event the request relates to a delegate the loss of four (4) premiership points will be applied to the Club's highest ranked team.

28.4 **Game Day Checklist**

- (a) A game day checklist must be completed prior to all Association competitions, tournaments, games, programs, and training.
- (b) Any hazards identified will be:
 - (i) Documented.
 - (ii) Rectified if possible; and
 - (iii) Reported to the appropriate agency (local council, reserve committee) if major repair is required.

28.5 **First Aid**

- (a) All teams must provide their own basic first aid kit.
- (b) The Association will ensure that a qualified first aider is present at all tournaments.

28.6 **Emergency procedures**

- (a) Emergency phone numbers - ambulance, police and an emergency procedure plan are to be displayed at the Association venue.

28.7 **Weather**

- (a) In the case of extreme weather conditions, the Association shall refer to the Association's extreme weather policy and procedure.

28.8 **Sun Protection**

- (a) The Association will adopt a sun smart policy.

28.9 **Smoke & E-cigarette and vaping free**

- (a) The Association adopts a smoke and E-cigarette and vaping free policy.
- (b) Under the Tobacco Act 1987 (Vic) Smoking and use of e-cigarettes and vapes are banned within 10 metres of an outdoor public sporting venue during organised underage sporting events and training sessions.

28.10 **Netball Australia and Netball Victoria Policies**

- (a) The Association will adopt all codes, policies, procedures and regulations from Netball Australia and Netball Victoria as amended from time to time.

29. DISPUTE RESOLUTION

- 29.1 Where a Club, entity team or player breaches a regulation, and that regulation prescribes a penalty for such breach, the Board may impose such penalty in accordance with the process outlined in 29.4 of this regulation.
 - (a) Any penalty involving the loss of premiership points, imposed prior to the completion of the grading rounds, will be applied after grading is finalised. This may result in teams starting the season with negative premiership points.
- 29.2 Any Club, entity team or player who does not agree with a penalty or action of the Board made under this regulation, may advise the Board in writing within 72 hours of the notice issue date.
- 29.3 The Board may then:
 - (a) Discuss the issue with the relevant party and then decide regarding the matter. The Board shall inform the party/s involved of their decision either verbally or in writing; or
 - (b) Have an informal meeting with the relevant party/s to discuss and resolve the dispute.
 - (c) Any penalty imposed under regulation 29.4 is final.
 - (d) For any other complaints, incidents or matters, the Association will refer to the Associations grievance and dispute resolution policy and prescribe to the process outlined in the relevant policy or regulation to resolve the complaint, incident, or matter.
- 29.4 Where a complaint, incident or matter arises which may be dealt with under the Child Safeguarding Policy, then it is to be resolved in accordance with the processes in the Policy, to the exclusion of all other Association and Netball Victoria disciplinary or grievance policies or processes.

30. SPECIAL CIRCUMSTANCES/PROVISIONS CLAUSE

- 30.1 The Association reserves the right to amend or introduce specific regulations from time to time to support the objectives of maximum participation, inclusion, fairness, and the overall integrity of the competition. Any such amendments will be communicated through the official competition information pack or if after the season commences via email to Club / Entity team delegates.
- 30.2 Where these regulations are silent on a particular matter, a decision can be made by the Board. In exceptional or extenuating circumstances, the Board may, acting reasonably, alter, vary, or waive the requirements set out in these regulations relating to the Association. The Association reserves the right to change the regulations at any time based on the competition as specified in the competition information pack.

31. INDEMNITY

- 31.1 Except where provided or required by law and such cannot be excluded, the Association and its respective directors, Board members, officers, members, servants, or agents are absolved from all liability however arising from injury or damage, however caused, arising whilst participating in the Association's activities as a member.