

ERNA Competitions Policy

All competitions shall be controlled by Council and shall be played between registered teams in accordance with the rules.

Contents

A. Registration	3
A1. General	3
A2. Age Eligibility	3
A3. Players in a team	4
A4. Reserve Players.....	4
A5. Representative Players	4
A6. Late Registration.....	4
A7. Withdrawal of Players	5
A8. Refunds.....	5
A9. Uniforms.....	5
B. Grading / Rule Modifications.....	6
B1. Grading General.....	6
B2. Pre-Season Grading	6
B3. Mid-Season Grading	7
B4. Appeals	7
B5. Rule Modifications.....	7
C. Forfeits.....	8
C1. Notification	8
C2. Duty	8
C3. Points Awarded.....	8
C4. Match Credit.....	8
D. Match Day	9
D0. Overall	9
D1. Unplayable Court.....	9
D2. Wet Weather & Lightning.....	9
D3. Goal Post Pads.....	9
D4. Available Players.....	9
D5. Borrowing Players	10
D6. Matches per Day	10
D7. Match Timing	10
D8. Score Sheets and Scoring	11
D9. Injury or Illness	11
D10. Blood Policy.....	12

D11. Match Complaints	12
D12. Duties	12
E. Umpiring	13
E1. Competitions	13
E2. Reps & Carnivals	13
E3. Uniforms	13
F. Match Points and Ladders	14
F1. Match Points for Unstarted Matches.....	14
F2. Match Points & Goals for Incomplete Matches	14
F3. Match Points for Completed Matches	14
F4. Ladders.....	14
G. Finals	15
G1. Player Eligibility	15
G2. Umpires	15
G3. Extra Time	15
G4. Wet Weather	15
H. Penalties for Infringements	16
H0. Overall	16
H1. Withdrawals	16
H2. Illegal Players.....	16
H3. Forfeits	16
H4. Duty.....	16
H5. Finals Umpires.....	16

Updates to the Competitions Policy

Date	
29/10/20	Updated as per 2020 AGM
10/5/21	Updated as per 10/5/21 Council Meeting
28/10/21	Updated as per 2021 AGM
14/2/22	Updated as per 14/2/22 Council Meeting
13/2/23	Updated as per 13/2/12 Special Council Meeting
27/11/23	Updated as per 27/11/23 Special Council Meeting
13/2/24	Updated as per 13/2/24

Updates to the Grading Policy

Date	
29/10/20	Updated as per 2020 AGM
28/10/21	Updated as per 2021 AGM
13/2/23	Updated as per 13/2/12 Special Council Meeting
27/11/23	Merged into Competitions Policy

A. Registration

A1. General

- A1.1 All players must be registered with a club before they can be placed in a team.
- A1.2 A Mixed competition is regarded as a separate competition to a Ladies competition being held at the same time.
- A1.3 Players must register separately for each competition.
- A1.4 Registration Dates will be set as soon as is practicable.
- A1.5 The Competitions Committee will advise Clubs how registration is to be completed, by email, as far in advance of the opening of registration as is practicable.

A2. Age Eligibility

- A2.1 The calendar year determines the minimum age division in which a player is eligible to play in a competition (e.g. a thirteen (13) year division player is a player either turning 13 during the calendar year of play or younger, subject to rules A2.3, A2.4 and A2.5).
- A2.2 Clubs are responsible for checking and validating proof of age for all new players that register with them.
- A2.3 With reference to A2.1, the minimum age of a player in:
 - (a) a senior grade / division is fourteen (14) years in the year of play;
 - (b) a walking grade / division is thirty (30) years or over in the year of play, with the exception of an all abilities player or a player with a medical certificate stating they are unfit to play regular competition rules.
 - (c) all Junior grades / divisions must be no more than two (2) years below the age of the grade / division (e.g. a player must be turning thirteen (13), fourteen (14) or fifteen (15) in the year of play, to play in a 15yrs grade / division).
- A2.4 The age of player in an age-specific grade / division (e.g. over 35s) shall be as prescribed for that grade / division.
- A2.5 Female and male players may register in the same team up to and including the age of twelve (12) in the year of play. Male players (over 12 years of age and older in the year of play) can only register in a male only grade / division competition unless they are sixteen (16) years or older in the year of play in which case they can participate in mixed netball.

A3. Players in a team

- A3.1 A minimum of seven (7) players must be placed in a competition team before it will be considered for grading.
- A3.2 A maximum of twelve (12) players may be placed in each competition team.
- A3.3 An additional two (2) reserve players may also be placed in each competition team.
- A3.4 If players withdraw from a team after grading has been completed, a minimum of five (5) of the team's original players (including both full and reserve players) must remain. If a team withdraws after grading, rule H1 will apply.
- A3.5 If a player has a pre-existing medical condition, then that player is required to supply ERNA with a medical certificate from a registered medical practitioner, stating that the existing medical condition will not constitute a health risk to either the player concerned or any other person either now or in the future.

A4. Reserve Players

- A4.1 A player registered as a reserve may play two (2) matches in the competition.
- A4.2 A club wishing to register a reserve player:
- (a) before grading, should contact the ERNA Registrar to confirm the appropriate process for doing so;
 - (b) after grading, should comply with rule A6.
- A4.3 A reserve player wishing to play more than two (2) matches in the competition must pay the balance of the full registration fee prior to participating in any further matches.
- A4.4 If a reserve player plays for a third time without paying the balance of the full registration fee, the player is an Illegal Player and rule H2 will apply.

A5. Representative Players

- A5.1 A Representative Player is a player who is selected into any ERNA Junior Representative team including a Development team.
- A5.2 No club shall have more than four (4) Representative Players from the current year in any one team.
- A5.3 An exemption can be made where the registered players have been in the same club team since U10s. Under this exemption, this team must play in a higher age group.

A6. Late Registration

- A6.1 All player registrations after teams have been graded must be cleared by the Competitions Convenor.
- A6.2 Clubs may register additional players provided the grade / division of the player would not change the status grade / division of that team, had the player been in the original registration.
- A6.3 The process for completing late registrations will be confirmed in the online handbook.

A7. Withdrawal of Players

- A7.1 Any player who has participated in less than three (3) matches may be withdrawn by notifying the Competitions Convenor in writing. That player may be replaced.
- A7.2 A player who registers and plays with one club may not register and play with any other club during that competition until withdrawn by the first club.
- A7.3 Only players who have withdrawn before the commencement of the match set down for round four (4) and who have played no more than two (2) matches may register with a second club.

A8. Refunds

- A8.1 Application for a refund shall be in writing to the ERNA Registrar from the Secretary of the player's registered Club.
- A8.2 Only in extenuating circumstances will refunds be given.

A9. Uniforms

- A9.1 Clubs may now provide a uniform range to their players, as follows:
- (a) Dress and boy leg shorts (the undergarment must not extend below the hemline of the dress), or
 - (b) Shorts (different lengths allowed) and shirt, or
 - (c) Sports tights (different lengths allowed) and shirt.
- A9.2 The uniform range must:
- (a) Be consistent with approved club colours and/or branding in every item of the range), and
 - (b) Be approved by the ERNA Vice President, and
 - (c) Allow for the same style of positional patches to be used for all players (velcro or similar patches preferred).
- A9.3 For each team, players may dress in any of the three possible combinations presented, of the club uniform range. Players within the one team can wear different items from the club uniform range.
- A9.4 No player shall be allowed to take the court in any match unless wearing the registered uniform of the club for which he/she is playing.
- A9.5 All 6, 7, 8, 9, 10 year players (NetSetGO), no matter what time slot, are able to wear a registered uniform undershirt and/or registered tracksuit pants under their playing uniform if needed.
- A9.6 If there are special uniform requirements needed, then the details must be emailed to the ERNA Vice President prior to the competition.
- A9.7 Clubs may register a new uniform or alter their existing uniform only after consultation with ERNA's Vice President. Clubs shall supply colour samples of the uniform to be worn by their teams when first registering as a Club or when changing the uniform.

B. Grading / Rule Modifications

B1. Grading General

- B1.1 All Grading is at the discretion of the Competitions and Appeals Committees.
- B1.2 The venues, times and duration of competition matches, as determined by the Competitions Committee, will be posted via the online handbook.
- B1.3 The Competitions Committee shall determine the most appropriate structure for each competition (including the composition of the grades / divisions and the format for the Finals) to maximise the number of players eligible and the number of matches each team could play, whilst considering the number of available courts. The Competitions Committee's determination will be communicated as soon as is practicable.

B2. Pre-Season Grading

- B2.1 For the purposes of grading, a team including greater than 50% of the players from the same team in a previous year/season will constitute a team.
- B2.2 For the purposes of grading and participation in competitions, the eldest player in each NetSetGO! (modified) and junior team denotes the minimum age of the team.
- B2.3 Teams placed first (1st) and second (2nd) in the competition ahead of the Semi-Finals / Finals shall be promoted, where possible. Teams playing in the Grand Finals that did not place first (1st) and second (2nd) in the competition ahead of the Finals, may also be promoted. Other teams may also need to be promoted if teams from a higher grade / division do not return.
- B2.4 Teams finishing second (2nd) last and last may be relegated to a lower grade / division, if possible.
- B2.5 Each club shall grade their own teams and number those teams in order of standard for the competitions from senior to juniors. Where a Mixed competition is being held at the same time as a Ladies competition the teams for the Mixed competition should be numbered before the Ladies competition.
- B2.6 A request for a team to play in a higher grade / division will be considered by the Competitions Committee.
- B2.7 Teams are graded on the assessment of the Competitions Committee. The Competitions Committee bases that assessment on factors including:
 - (a) grade / division suggested by the club, and
 - (b) team's previous season's performance, and
 - (c) composition of the team, and
 - (d) an assessment of how each team compares with other teams entered in the competition.
- B2.8 If there are too many teams for a grade / division the Competitions Committee will determine the best resolution.
- B2.9 Teams may be graded in a higher grade / division either to comply with other rules or at the discretion of the Competitions or Appeals Committees.

B3. Mid-Season Grading

- B3.1 Clubs must submit an application for regrading when requested by the Appeals Committee.
- B3.2 The Appeals Committee takes full responsibility and ownership of all requests related to regrading and retains the right to regrade a team if the Appeals Committee or the Competitions Committee believes the team should be playing in a higher or lower grade / division.
- B3.3 The decision to regrade a team can be made by the Appeals Committee or the Competitions Committee without a request from a club, based on the Points Average and / or goal percentage, where it is deemed necessary.
- B3.4 When a team is regraded up, the team's Points Average and / or goal percentage will be adjusted so that they are placed the equivalent of one win below the team which is placed in the lowest qualifying position for Finals in the new grade / division, prior to the regrade.
- B3.5 When a team is regraded down, no adjustment will be made to its playing record.

B4. Appeals

- B4.1 Club Secretaries have 48 hours, after grading or regrading of teams are advised, to appeal the grading or regrading of any teams in their club to the Competitions Convenor.
- B4.2 The Appeals committee will meet as soon as possible after the 48 hours have elapsed to assess appeals.
- B4.3 After the Appeals Meeting, Club Secretaries will be advised by the Competitions Convenor of the outcome and final grading will be available via the online handbook.
- B4.4 There is no further appeals process after final grading is published, except in exceptional circumstances and at the discretion of the Appeals Committee. Final grading may or may not provide the resolution of appeals against grading.

B5. Rule Modifications

- B5.1 If the playing rules / conditions are to be modified for any grade / divisions the appropriate rules / conditions will be provided via the online handbook as soon as is practicable.

C. Forfeits

C1. Notification

- C1.1 Teams who intend to forfeit a competition match should follow the process provided in the online handbook. Rule H3 will apply where the process is not followed.
- C1.2 Teams who intend to forfeit an elimination final match (i.e. where their season will end due to the forfeit) should advise the Competitions Convenor as far in advance as possible so that the next eligible team can be offered a spot in the match instead.

C2. Duty

- C2.1 A team which forfeits its match must still do its allocated duty or rule H4 will apply.

C3. Points Awarded

- C3.1 For any proven discrepancy that results in a match being declared a forfeit, points will be awarded to the non-offending team.
- C3.2 Rule F confirms how points and goals will be recorded.

C4. Match Credit

- C4.1 For forfeits recorded before a match commences, the players in the team that receives the forfeit win will be credited with playing in that match, however the players from the team forfeiting will not.
- C4.2 For forfeits recorded once a match is in progress (e.g. if a team through injury or illness is unable to field five (5) of their registered players or if a team refuses to take the court for the duration of the match) all players whose names appear on the score sheet will be credited with playing in that match.

D. Match Day

D0. Overall

D0.1 Competition matches are played under competition rules as listed in the Competitions Policy or in the online handbook.

D1. Unplayable Court

D1.1 If a court allocated to a competition match is considered to be unplayable, an official representative of both teams should notify the Ground Supervisor/Officer in Charge at least fifteen (15) minutes prior to the match commencing.

D1.2 If the Ground Supervisor/Officer in Charge and the official representatives of both teams agree that the court is unplayable, and no alternative court is available, then that competition match will be officially declared cancelled.

D2. Wet Weather & Lightning

D2.1 Notification of matches being cancelled will be announced on the ERNA website and Facebook as soon as possible.

D2.2 When lightning and storms are in the vicinity of outdoor activities the 30 / 30 policy is to be implemented.

D2.3 If thunder can be heard within 30 seconds of the sighting of lightning, then all outdoor activities must cease.

D2.4 These activities must not recommence until 30 minutes after the last such similar occurrence of thunder and lightning.

D3. Goal Post Pads

D3.1 The first named team in the fixtures (the left-hand team on the score sheet) for the first timeslot (or first match on a particular court) is responsible for ensuring that the goal post pads are in place ahead of the first match.

D3.2 The winning team in the last timeslot (or last match on a particular court) is responsible for returning the goal post pads after the match.

D4. Available Players

D4.1 There may be unlimited substitutions during the match from the team of up to twelve (12) registered players (or from those listed on the score sheet).

D4.2 Teams must have five (5) of their currently registered players take the court.

D4.3 A minimum of five (5) currently registered players from the team must remain on the court at all times during the match.

D4.4 Teams can have a stay of up to five (5) minutes from the scheduled start time for five (5) players to take the court. If at the end of five (5) minutes the team cannot take the court for the match to commence, then a forfeit may be claimed by the other team.

D4.5 If at the end of five (5) minutes neither team is able to take the court, the match shall be declared cancelled and no points will be awarded to either team.

D5. Borrowing Players

D5.0 These rules should be read in conjunction with rule D6.

D5.1 A player can be borrowed to play in a higher grade / division than the grade / division in which that player is registered to play, provided that the player complies with rule A2.

D5.2 A player cannot play in:

- (a) a lower grade / division than the grade / division in which that player is registered to play; or
- (b) another team in the same grade / division except in the 7s, 8s and 9s; or
- (c) Finals as a borrowed player; or
- (d) in a separate competition unless registered in that competition; or
- (e) a team from another club, unless registered in a separate competition.

A player that fails to comply with this rule will be an Illegal Player and rule H2 will apply.

D5.3 A player may be borrowed legally into higher grade / division teams up to four (4) times in any one competition but can only be borrowed into the same higher grade / division team twice.

D5.4 The borrowed player's name and the grade / division of the team in which the player is registered must be recorded on the score sheet.

D5.5 Prior to playing for a higher grade / division team for a third time, or for a fifth time in total, the club must seek approval from the Competitions Convenor for the player to be transferred into a higher grade / division team.

D5.6 If a player is borrowed for a third time by the same higher grade / division team or for the fifth time in total without approval from the Competitions Convenor, the player is an Illegal Player and rule H2 will apply.

D5.7 Playing as an Illegal Player does not count towards eligibility for Finals.

D6. Matches per Day

D6.1 A player may only play two (2) competition matches on any day.

D6.2 Part of a competition match played constitutes a match played.

D6.3 If a player plays more than two (2) competition matches on any day they will be an Illegal Player in the third and any subsequent matches and rule H2 will apply.

D7. Match Timing

D7.1 The time for all competition matches shall be indicated by buzzer from the control centre.

D7.2 Upon hearing the buzzer, the umpire shall blow the whistle to commence and cease each period of play in the competitions.

D7.3 Play may be stopped by an ERNA official or umpire for an emergency relating to severe injury, equipment, court, weather or interference from outside agencies.

D7.4 No extra time will be added to matches, other than for Finals per rule G3.

D8. Score Sheets and Scoring

- D8.0 The first named team in the fixtures (the left-hand team on the score sheet) is responsible for picking up the score sheet ahead of the match.
- D8.1 Registered players' names will be pre-recorded on the scoresheet.
- D8.2 Names of players not participating in the match must be crossed off.
- D8.3 Each team in the competitions is responsible for supplying one (1) scorer who must be fifteen (15) years of age or over.
- D8.4 Both scorers should stand in line with the centre circle on the sideline during the whole match.
- D8.5 All goals scored must be crossed off on the numbers at the bottom of the sheet. This is the official result.
- D8.6 The score sheet from a competition match should be signed by the scorers.
- D8.7 Once a score sheet from a competition match has been signed by the scorers, no score sheet will be handed back to any team for any correction.
- D8.8 No disputes will be entered into regarding signed score sheets.
- D8.9 The winning team is responsible for returning the score sheet to the designated place.
- D8.10 A team receiving a forfeit at the ground shall return the completed score sheet to the control centre.
- D8.11 The scorer of a team with a complaint regarding a competition match should not sign the score sheet and
- (a) The matter should be reported to the control centre; and
 - (b) The complaint should be followed up with a letter from the team's Club Secretary to the ERNA Competitions Convenor within three (3) days of the match being played.
- D8.12 To encourage coaches to adopt the 'mercy rule' and to adopt the fairest strategy with regard to for and against points for final placings, a 'capped points' system will be used. The 'capped score' will apply when ERNA officials enter the official score. The points differential will be capped at 25 points.

D9. Injury or Illness

- D9.1 Play may be stopped for injury or illness in accordance with official netball rules, with the following exception – for ERNA competitions only:
- in the event a team has only 5 registered players on court and one is injured or has blood, instead of leaving the court, the injured player may call time for the injury/illness or blood. The match will be stopped for up to 2 minutes for the injured player to recover or cover a wound / clean blood. In the event of an injury where the injured player is not fit to continue playing after 2 minutes, the team will forfeit.
- D9.2 All injuries in the competitions must be recorded in the Injury Book at the venue.
- D9.3 Insurance Claim Forms to recover expenses associated with an injury sustained at a netball event can be found via the online handbook or on the ERNA website under Forms and Policies.

D10. Blood Policy

D10.1 ERNA's Blood Policy is that adopted by Netball Australia and is published in the online handbook.

D10.2 An umpire is required to hold time for blood (on uniform, players, ball etc.) in accordance with the official rules of netball.

D10.3 In the event of a player's uniform or positional patch being blood stained (during the match) that player may retake the court in non-uniform clothing.

D11. Match Complaints

D11.1 A team with a complaint about the players, umpires, coaches and spectators in a match should report the matter immediately to the umpire on duty and/or the Control Centre during the match.

D12. Duties

D12.1 A club must carry out all its duties listed in the online handbook.

E. Umpiring

E1. Competitions

- E1.1 The umpiring system for all matches is “neutral umpiring” i.e. an umpire allocated to a particular team shall not umpire that team.
- E1.2 No matches can commence without the required number of umpires. A team which does not supply an umpire within five (5) minutes of the start of the timeslot shall forfeit the match.
- E1.3 It is recommended that:
- (a) Umpires of modified rules matches be the coach of the team. Modified umpires should coach BOTH teams as they umpire.
 - (b) Umpires be thirteen (13) years of age or older.
 - (c) Umpires of a junior (up to 15 years) match be at least two (2) years older than the grade / division being umpired or identified as a National C badge.
 - (d) Umpires for a senior or mixed grade / division match must be at least sixteen (16) years of age or be the holder of a National Umpires badge or be identified as a potential National ‘C’ badge.
- E1.4 The ten (10) year grades / divisions and older matches will be controlled by two (2) umpires.
- E1.5 An umpire may only be replaced during a match because of injury or illness.
- E1.6 A coach or manager may not umpire his/her own team in a match.
- E1.7 If a reserve player umpires in a match, he/she cannot replace a sick or injured player but must umpire the whole match.
- E1.8 For the first four (4) weeks in the Umpiring Development Program, umpires may be interchanged/substituted at half time.
- E1.10 Umpires may place their name on the umpire classifieds if they wish to umpire matches for clubs other than their own.

E2. Reps & Carnivals

- E2.1 Umpire payments for Representative matches and Carnivals will be paid at a rate as set down by ERNA.

E3. Uniforms

- E3.1 Umpire Uniforms:
- (a) registered club uniforms or club tracksuits or combinations thereof are only permissible during regular competition matches and NOT during Finals.
 - (b) whites (preferably skirts, long shorts and tops for women and shorts for men).
 - (c) Bike pants may be worn providing they are the same or similar colour to the skirt and do not exceed the length of the skirt.
 - (d) If an umpire is umpiring their own Club team, they should wear a white shirt over their Club uniform, or a bib worn inside out over their club uniform to distinguished them as an umpire.
- E3.2 National badged umpires who represent ERNA may purchase and wear a shirt designed for ERNA and/or an ERNA tracksuit when umpiring matches.

F. Match Points and Ladders

F1. Match Points for Unstarted Matches

F1.1 Nil (0) points will be awarded for a bye.

F1.2 Points shall be awarded for unstarted matches as follows:

- (a) One (1) point for each team where the match is officially cancelled due to Covid (or similar) and all other matches are still proceeding; or
- (b) One (1) point for each team where the match is officially cancelled due to an unplayable court (see rule D1); or
- (c) Two (2) points for a forfeit win (see rule C3); or
- (d) Nil (0) points for each team where the match is officially cancelled due to wet weather.

F2. Match Points & Goals for Incomplete Matches

F2.1 If play commences in a match and it is abandoned, for any reason other than for a forfeit, the result and goals scored shall be as follows:

- (a) if play ceased before half time the match is a draw with both teams given points per rule F3 and the highest Goals For at the time the match is abandoned; or
- (b) if play ceases at or after half time, the result of the match will be taken as on the score sheet and points will be awarded per rule F3.

F2.2 If play commences in a match and it is subsequently forfeited, points will be awarded per rule F3 and:

- (a) if the team awarded the win were ahead at the time of the forfeit, the goals will be recorded as shown on the score sheet, or
- (b) if the team awarded the win were behind, no goals will be recorded.

F3. Match Points for Completed Matches

F3.1 Points shall be awarded for completed matches as follows:

- (a) Two (2) points for a win; or
- (b) One (1) point for a draw; or
- (c) Nil (0) points for a loss.

F4. Ladders

F4.1 The position of teams in each grade / division will be determined by their Points Average, which is calculated as the number of points awarded divided by the number of matches played (including forfeits).

F4.2 Where two teams have the same Points Average, the position of the teams will be determined on the basis of their respective goal percentage (Goals For divided by Goals Against multiplied by 100) then if still tied, to be determined by the Competitions Committee.

G. Finals

G1. Player Eligibility

- G1.1 A player is eligible to play in a team in the Finals provided that the player:
- (a) was one of the original full players registered into the team; or
 - (b) a player registered per the provisions of rule A6; or
 - (c) is a reserve player who has paid the balance of the full registration fee and a third match prior to the first Finals match; or
 - (d) is a borrowed player from eleven (11) year grade / divisions and upwards who has played a third match (having first received approval from the Competitions Convenor) prior to the first Finals match; or
 - (e) is a borrowed player from ten (10) year grade / division who has played their third match (having first received approval from the Competitions Convenor) by week 13.
- G1.2 If matches are officially abandoned or cancelled, the players registered as full players in a team are all counted as playing that match, with the exception of the team on the bye as no match is scheduled for that day.
- G1.3 In the event of the cancellation of matches (or a forfeit win) one week prior to the first Finals match, a reserve player (having paid the balance of the full registration fee) or a borrowed player (having first received approval from the Competitions Convenor) scheduled to play their third match, will be deemed to have done so.
- G1.4 A match or part of a match played as an Illegal Player does not count as a match played when determining the eligibility of a player to participate in the Finals.

G2. Umpires

- G2.1 A club shall supply badged umpires at the time their team(s) play Finals, unless otherwise determined by the ERNA Umpiring Committee.
- G2.2 All clubs are to supply an extra umpire for every (4) teams in Finals.
- G2.3 Rule H5 will apply for any failure to comply with G2.1 and G2.2.

G3. Extra Time

- G3.1 If the number of goals scored by both teams in a Finals match (other than a Grand Final match) are tied at full time, the scorers shall notify the control centre.
- G3.2 The teams will change ends and five (5) minutes each way is then played with a two (2) minute break.
- G3.3 After conclusion of five (5) minutes each way, if the match is still drawn, the next centre pass is taken and the first team to have an advantage of two goals will be declared the winner.
- G3.4 If a Grand Final match is drawn at full time, the two (2) teams are declared joint winners.

G4. Wet Weather

- G4.1 If the courts are unplayable for Finals (other than the Grand Finals), the team with the highest ladder position at the end of the competition rounds will be declared the winner.
- G4.2 If the courts are unplayable for the Grand Finals, the teams are declared joint winners.

H. Penalties for Infringements

H0. Overall

H0.1 All fines will be listed in the online handbook.

H1. Withdrawals

H1.1 Any team withdrawing from the competition after grading has been completed will forfeit all monies paid to ERNA.

H1.2 The team's club will be fined \$110.00. The fine must be paid prior to any team from that club taking the court in the first Finals match or prior to the commencement of the next season's matches, whichever occurs first.

H2. Illegal Players

H2.1 A team that plays an Illegal Player will lose two competition points (irrelevant of the final result of the match in question) and not be allowed to take the court until the matter in hand has been resolved to the satisfaction of the Competitions Convenor.

H2.2 If a team that is penalised under rule H2.1 won or drew the match in question, the opposition (losing) team will be awarded two (2) competition points.

H3. Forfeits

H3.1 A team forfeiting without following the advised process is fined \$50.00 with the fine to be paid by the team's club prior to the team taking the court in its next match or prior to any team from the club taking the court in a Finals match.

H3.2 A team forfeiting three (3) consecutive matches in a competition is fined \$200 and for any subsequent forfeits \$100.

H3.3 The Club can appeal within 48 hours to the Appeals Committee. The Appeals Committee will make its determination to the Executive for ratification.

H3.4 The fine must be paid by the team's club prior to the next competition match.

H4. Duty

H4.1 A club failing to do its Entire Duty during the day competitions is fined \$500.00 with the fine to be paid prior to the club's teams taking the court in the next matches.

H4.2 For rule H4.1:

(a) Entire Duty means all duties assigned to the club for the entire competition

(b) Where a club has duties across multiple rounds the fine will be pro-rated on that basis (e.g. if a club has blue-post pad duty for 5 rounds the fine per round will be \$100.00)

H5. Finals Umpires

H5.1 Any club which does not provide a badged umpire to cover their match(es) for Finals will be fined per match, the amount to be determined by Council from time to time, with the fine to be paid by the team's club within seven (7) days of being notified of the fine.