

CHARLESTOWN NETBALL ASSOCIATION



COMPETITION POLICY

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1. General

1. This policy applies primarily for the main competition delivered by the Charlestown Netball Association (CNA), also known as “the winter comp” or the “winter competition”.
2. This policy applies to other CNA competitions in principle (such as the twilight competitions), although variations may occur for a particular competition.
3. All people attending a game are expected to comply with Netball NSW’s Code of Behaviour policy.
 - a. This applies to players, coaches, managers, umpires, parents/guardians, and other spectators.
 - b. CNA encourages everyone to promote a welcoming, safe environment for all, and to be a positive role model for others.

2. Competition format

1. The winter competition typically comprises 14-15 rounds of general competition play, followed by three finals rounds (semi-finals, finals, and grand finals).
 - a. First round of play usually occurs in March and concludes by late August/early September.
 - b. Variations in the scheduling will occur due to public holidays, school holidays, state titles, other public and community events, adverse weather, or due to unforeseen circumstances.
 - c. These arrangements may be changed at the discretion of the CNA Executive.
2. The twilight competitions typically have 6-8 rounds of general competition play with no finals rounds. The winners and runners-up are determined by the ladder position after the last round of play.
3. On a game day, the sessions are typically arranged such that NetSetGo games are scheduled first, followed by junior games, and then senior games.
4. Change of play in times/day
 - a. Where possible, the Association will advise of changes in time/day to clubs and players as soon as practical.
 - b. Players (and coaches) are responsible for keeping up-to-date with any changes in times/day.
 - c. When circumstances arise that necessitate matches having to be played on dates other than the usual Saturday and/or at different times to facilitate completion of competition games, players will be required to make themselves available for such matches.

3. Pre-competition requirements

1. No team will be accepted for registration with fewer than seven (7) players listed.
2. Fees will be determined annually.
3. Applicable fees must be paid upon registration.
4. Players must be registered before they take the court.
 - a. Fines and loss of points apply if an unregistered player takes to the court.

4. Players

1. A player may only be registered in one CNA team at any time during the competition.

Age groups

2. Senior player: A player who is 18 years or older by the 31st December in the year of play.
3. Junior player: A player who is 10 to 17 years old by the 31st December in the year of play.
4. NetSetGo player: A player who is aged 5 to 9 years old by the 31st December in the year of play.
5. Players who are 9 years old in the year of play are permitted by Netball NSW to play in junior competitions and may register as a junior player.

Boys

6. Junior male players aged 12 or younger in the year of play may be included in a team with female players of the same age. In this circumstance, the limit is three male players per team.
7. Junior male players aged 13 or older in the year of play may play in a team with female players who are playing in a higher division, typically with female players aged 2 years older or more. In this circumstance, the limit is one male player per team.
 - a. An exemption request for this condition can be submitted by a club on behalf of a team. This will be considered by the Executive on the merits of each individual request in the context of the competition while supporting the growth of boys netball.

Playing in more than one team per round

8. During the competition, Senior and Junior players may play for a maximum of two teams in a round. One of these games must include the game with their own team if their own team does not have a bye in that round.
 - a. If their own team has a bye for that round, they may play one game each for up to two teams in that round. (See also rules about playing as a **RESERVE PLAYER**).

9. A player who plays for another team (not their own registered team) is considered to be a **RESERVE PLAYER** for the team they are filling in for.
 - a. Reserve players must be indicated as such on the score sheet for each game. They are not to be included in the list of regular registered players for the team concerned.
10. If a club player wishes to do this, the player and team(s) involved are required to follow the requirements for **RESERVE PLAYERS**, as outlined below. Failure to follow this policy will incur penalties, as outlined below.

Player's code of behaviour

11. Players are expected to comply with [Netball Australia's Code of Conduct for Community Netball](#).

5. Player registration, de-registration, and refunds

Player registration

1. Each player must be registered into the competition.
 - a. Regular players within a team in the winter competition are required to have Netball NSW registration for the duration of the competition they are playing in ("full registration").
 - b. All players must be registered through the Netball NSW Membership Database System (e.g. the PlayHQ platform).
 - c. Full registration is comprised of four component fees for: (i) Netball Australia, (ii) Netball NSW, (iii) Charlestown Netball Association, and (iv) the player's affiliated club, if the player is registered through an affiliated club. If the player is registered as player of an independent senior team, the club fee component is zero (\$0).
 - d. Alternative player registration includes 'day registration' – see later section.
2. A team can have a maximum of 12 registered players at any time.

Player de-registration

3. The player is required to submit their de-registration request via email to the Secretary or Registrar of Charlestown Netball Association. The club may submit the request on the player's behalf.
4. A request for refund/de-registration for the CNA fee component will be considered by Senior Executive members (President, Treasurer, Secretary).
 - a. The result of the decision will be communicated back to the player from the CNA Secretary or CNA Registrar.

- b. No requests for refund/de-registration from the Association will be approved once the competition has commenced or where the member has submitted an Injury Insurance claim.

5. De-registrations with Netball NSW

- a. This will be done in accordance with the Netball NSW policy requirements (see the current Affiliation and Membership Policy from Netball NSW).
- b. No membership refunds with Netball NSW will be processed once the competition the member has registered in has commenced or where the member has made a Sports Injury Insurance claim.
- c. Applications for de-registration to Netball NSW will be made at the Association level. Players and clubs cannot apply directly to Netball NSW for de-registration, as per Netball NSW directives.

Refund of registration fees

6. Refund of registration fees

- a. Any request for registration refund must be submitted (via mail or email) to the Secretary or Registrar of the Charlestown Netball Association.
 - i. Often this occurs at the same time when requesting to de-register as a player.
- b. Netball NSW refunds will not be processed until Netball NSW has confirmed the de-registration.
 - i. After de-registration has been confirmed by NNSW, the refund of the Netball NSW fee component will be made by the Association on behalf of Netball NSW, less any service or administrative fees as directed by Netball NSW.
- c. An administration fee of \$10 will be charged for any refund granted, unless indicated otherwise in writing from the Association.
- d. Refund from CNA
 - i. The amount refunded is at the discretion of the CNA Executive and administration fees may apply.
 - ii. No refund of the registration fee will be given if the player plays at least one game of the competition.
- e. Refund from club
 - i. A player/parent/guardian should apply to their club directly for a refund of the club component of their registration fee.

6. Reserve players

Day registrations

1. A Day Registration is registration by a player
 - a. to play for one game for a team in a round
 - b. who is not a member of Charlestown Netball Association.
2. Fees for day registrations:
 - a. Any player who wishes to be a day registration must hold **current registration with Netball NSW** prior to play (either junior or senior registration or a day NNSW registration, as appropriate). See Appendix 1: Fees for Netball NSW Registration*.
 - b. For each game, day registered players must pay a **\$12 game fee** to Charlestown Netball Association prior to play.
3. Day registered players are required sign in with CNA officials at least 15 minutes prior to the start of the game.
 - a. Teams cannot register a day registration during a game.
4. Day registered players should play in a white top with black bottoms, or in the registered colours of the team.
5. A day registered player can play up to two (2) games with the same CNA registered team during the competition.
6. Day registered players may play for as many different teams as they wish during a season, as long as they don't breach Rule 5.
7. If the day registered player is going to play more than two (2) games with the same team, the player must become a fully registered player with the team prior to playing the third game.
 - a. If the team they intend to play with belongs to an affiliated club, the day registered player must complete full member registration through the corresponding affiliated club.
 - b. If the team is an independent seniors team, the player must complete full member registration directly through Charlestown Netball Association.
8. Team eligibility to use a day registered player:
 - a. Any team playing in any Charlestown Netball Association's competition can utilise a day registered player.
 - b. The team must not sit any of their registered players on the sideline for more than half a game in the same game.
 - c. The team must have at least five (5) registered team players ready to play at the start of the game.

9. Team requirements for using day registered players
 - a. If a team has five (5) fully registered players from their team to start the game, the team may use up to three (3) day registered players for the game.
 - b. If a team has six (6) fully registered players from their team to start the game, the team may use up to two (2) day registered players for the game.
 - c. If a team has seven (7) fully registered players from their team to start the game, the team may use one (1) day registered player only for the game.
10. Penalties for breaching conditions of day registrations
 - a. Any team found breaking the conditions of play for a day registered player, as outlined above, will be penalised three (3) points.

Dual registrations (“borrowed players”)

11. Dual registration allows the “borrowing” of a player for a game from a lesser graded team to play in a higher graded team.
12. Dual registered players playing in:
 - a. An affiliated club team can only dual register from a lower grade team within the same clubOR
 - b. An independent team can only dual register from a lower grade independent team.
13. There is no cost for dual registration (as all dual registrations must current members of Charlestown Netball Association).
14. Players must notify the CNA Registrar and complete the Dual Registration Form before playing in the game. This must be done at the clubhouse on the day of play before the game commences.
 - c. Teams cannot register a dual registration during a game.
15. Player eligibility as a dual registration
 - d. Players cannot play for another team if their own registered team is playing in the same time slot.
 - e. Players can play a maximum of two games on any competition day with Charlestown Netball Association.
16. A player can only dual register twice with a team. If wanting to play a third game with a higher graded team, the player must continue to play in the higher graded team, transfer their team registration to that team, and are not permitted to return to the lower graded team for the remainder of the competition.
17. Dual registered players must play in the registered team uniform of the Club or in black shorts and white shirt, whichever is applicable for the player/team.

18. Team eligibility to use a dual registered player:
 - f. Any team playing in any Charlestown Netball Association's competition can utilise a dual registered player, according to Rule 2 above.
 - g. To be eligible to use a Dual Registered player, a team must not sit any of their registered players on the sideline for more than half a game in the same game.
 - h. The team must have at least five (5) registered team players ready to play at the start of the game.
19. Team requirements for using dual registered players
 - i. If a team has five (5) fully registered players from their team to start the game, they may use up to three (3) dual registered players for the game.
 - j. If a team has six (6) fully registered players from their team to start the game, they may use up to two (2) dual registered players for the game.
 - k. If a team has seven (7) fully registered players from their team to start the game, they may use one (1) dual registered player only for the game.
20. Penalties for breaching conditions of dual registrations
 - l. Any team found breaking the conditions of play for a dual registered player, as outlined above, will be penalised three (3) points.

Use of reserve players when make-up games are played

21. If a half-game is played in place of a previous game which was cancelled or abandoned due to adverse weather, that half-game will be the replacement of the intended full game.

Allowances for exceptional circumstances

22. CNA acknowledges that exceptional circumstances, such as a pandemic, may impact player availability, either directly (e.g. when a player tests positive) or indirectly (e.g. when a player isolates due to symptoms/contact, or after very close contact with a known positive case). This impact on player availability increases the likelihood of forfeits for teams across a season.
23. Accordingly, at the discretion of the CNA Executive, the competition policy may be reviewed and modified accordingly.

7. Competition points

Results ladder

1. The official results ladder will display the following after each round of play:

Statistic	Explanation
Rank	Order of the teams from first to last place, according to competition points and goal average
Team Name	Name of the team
P	Number of games played * If a team forfeits, the forfeited game is included in the number of games played. If a team is awarded a forfeit win, the forfeit game won is not included in the number of games played.
W	Number of wins
L	Number of losses
D	Number of draws
F	Total accumulated number of goals scored by the team
A	Total accumulated of number of goals scored against the team
Pts	Current accumulated total of competition points
% (Percent)	Goal average (per game) Ratio of goals won by the team (F) versus goals scored against the team (A), averaged by the number of games played and expressed as a percentage i.e. $(F \div A) \div P * 100$

Awarding of competition points

2. A competition game during general rounds (i.e. not a finals game) is classed as a game which is played in its entirety or abandoned at/after half-time in accordance with the **ADVERSE WEATHER POLICY**.

3. Points will be awarded to a team according to the following:

Win	3 points
Forfeit Win	3 points
Bye	3 points
Draw	2 points
Loss	1 point
Forfeit Loss	0 point
To the opposing team when a team plays an unregistered player in a competition game	3 points

Deduction of competition points

4. Points will be deducted from a team according to the following:

Incomplete score sheet	1 point
If a winning team plays an unregistered player (these points are subsequently allocated to the losing team)	3 points
If a losing team plays an unregistered or unfinancial player	3 points
Abuse, inappropriate behaviour or disrespect toward an umpire (see Section 11.3 below)	3 points

Appeals concerning competition points

5. Appeals concerning competition points must be formally lodged with the Association (via email to the Secretary) before commencement of the next round of play.
6. The Executive will review the appeal and render a decision accordingly. The decision of the Executive is final. Once the decision is announced, no further correspondence or debate will be given on the matter.

8. Conclusion of general play

7. Teams taking part in any of the finals games will be determined by position of the results ladder at the conclusion of the general rounds of play.
8. Where two (2) or more teams finish on equal points after the last round of games, positions for the Semi Finals will be determined on the basis of their respective goal averages.
9. If the goal averages are equal, a play-off may be required. In the event that a play-off game may be drawn at full-time, the following will apply:

- a. A toss for goal end or centre pass, and after an interval of two (2) minutes, play an additional two (2) periods of five (5) minutes each with a two (2) minute break between periods.
- b. If scores are still even at the completion of the additional periods of play, play continues until one team has scored a two (2) goal advantage and that extra time will be timed independently.
- c. If a team uses an unregistered player or a player who has not met the qualifications of having played five (5) competition games for that team, the win for the play-offs shall be awarded to the opposing team.

9. Finals games (semi-finals, finals, grand final)

1. To be eligible to play in the finals rounds, a player must be registered to the team before the end of general rounds and have played at least five (5) general rounds with the team prior to any finals games.
2. In semi-finals, finals and grand-final games, if a team uses an unregistered player or a player who has not met the qualifications of having played five (5) competition games for that team, the win shall be awarded to the opposing team.
3. Games played in the finals rounds (semi-finals, finals and grand finals) will be played in their entirety (i.e. a full game will be played – 4 quarters).
4. In the event of adverse weather (see **Adverse Weather Policy**), CNA may decide to postpone and re-schedule a finals game.
 - a. Where possible, the finals round game (semi-finals, finals and grand finals) will be re-scheduled to play on the next day (Sunday).
 - b. Where it is not possible to re-schedule the finals rounds to play on the next day, the following should be attempted:
 - i. Semi-finals and finals – re-schedule to play mid-week (evening games). (Where possible, these games should not delay the following finals that are already scheduled.)
 - ii. Grand Finals – re-schedule to play the following Saturday.
5. Any teams which have incurred fines during competition are required to have all fines paid prior to playing in any play-offs, semi-finals, finals or grand-final games. Failure to do this will result in the win being awarded to the opposing team.
6. Teams qualifying for semi-finals, finals or grand finals must supply a timekeeper, but only one timepiece (supplied by the Association) shall be recognised and a time keeper from each team is required to check time on this one timepiece. Time for all the above games shall be done individually on each match.

- a. Injury time is allowed on the above matches as per the rule book endorsed by Netball NSW.
7. Semi-finalists will be determined as:
 - a. Major semi-final: played by the teams finishing 1st and 2nd on the final results ladder.
 - b. Minor semi-formal: played by the teams finishing 3rd and 4th on the final results ladder.
8. Finalists will be determined as:
 - a. Loser of major semi-final to play the winner of the minor semi-final.
9. Grand finalists will be determined as:
 - a. Winner of major semi-final to play winner of final.
10. If goal scores are even at full-time for a semi-final, final or grand final game, the following will apply:
 - a. A toss for goal end or centre pass, and after an interval of two (2) minutes, play an additional two (2) periods of five (5) minutes each with a two (2) minute break between periods.
 - b. If scores are still even at the completion of the additional periods of play, play continues until one team has scored a two (2) goal advantage and that extra time will be timed independently.
 - c. The President, Secretary or Treasurer may interrupt extra time due to adverse weather concerns (e.g. thunderstorm, lightning, etc) or other concerns about player wellbeing (e.g. exhaustion, heat stroke, etc). If this occurs, the score at the time of interruption will be considered the final score for the game and the game will be considered completed. The game will not be replayed.

10. Uniforms

1. Players may not take the court unless attired in an approved uniform or unless permission has been obtained by the Association prior to playing out of uniform.
2. Players in a team shall all wear the same uniform for their team.
3. The team uniform must be approved by the Association and must be in keeping with approved uniform requirements.
 - a. Club teams must have their uniforms approved by their club, before submitting the uniform to the Association for approval. (Club uniforms should be submitted to the Association via the Club.)

4. Uniform requirements:
 - a. The uniform must allow free range of movement for the player and must not impede or affect play for either the player wearing the uniform or for other players on the court.
 - b. The typical netball uniform is a short sleeveless netball dress. Other acceptable netball uniforms may include (a) a short netball skirt with a matching top; (b) close fitting shorts/leggings with a matching top; (c) an approved bodysuit.
 - c. Appropriate underwear must be worn underneath a skirt or dress uniform. The underwear must be either black or in a dark colour matching the uniform colour. The underwear must be opaque (i.e. not transparent or see-through). The underwear must be high waisted, have a fitted leg cut which covers the bottom, and should not extend far past the skirt (e.g. sports briefs, "scungies" style, "monkey-bar" style, or boy-leg style underwear).
 - d. If bike pants/leggings are worn, they must be a dark colour which is not see-through.
 - e. All players must wear appropriate closed footwear (e.g. sandshoes, joggers, runners).
5. Persons who are required to wear specific attire due to cultural reasons are permitted to wear such garments upon notification prior to competition commencement.
6. All players on the court must wear regulation position patches (compliant with Netball Australia), with the position patches being fully visible to the umpires for the duration of the game.
7. For further detail and guidance, refer to the **Charlestown Netball Association Uniform and Dress Code Policy**.

11. Umpires

1. No official game will be played without two umpires.
 - a. Each team (and corresponding club, if applicable) has the responsibility to supply an umpire. A team will be required to pull one of their players off the court to act as umpire if they cannot provide an umpire by the time of the start of the game. If an umpire is not provided, the team (or their club, if applicable) shall provide a club representative to umpire.
2. Abuse, inappropriate behaviour, or disrespect directed toward any umpire will not be tolerated.
 - a. Any such behaviour should be reported to the Umpires Office or a CNA Executive Officer as soon as possible.

3. An umpire has the right to submit a formal complaint about abuse, inappropriate behaviour, or disrespect from any team players, team coaches, team managers, or team spectators.
 - a. A formal complaint by an umpire should be submitted to the CNA Umpires Convenor or the CNA President for investigation.
 - b. If the outcome from an umpire complaint investigation by CNA Executives determines that there has been abuse, inappropriate behaviour or disrespect toward an umpire from a team (be it from players, coaches, managers or spectators), there will be one warning only given to the team. This will be formally notified to the team by either the CNA Secretary, CNA President, or CNA Umpires Convenor.
 - c. If there are subsequent complaints against the same team which are found to be substantiated after investigation, there will be a loss of three (3) competition points to the offending team for each substantiated complaint thereafter. This will be formally notified to the team by either the CNA Secretary, CNA President, or CNA Umpires Convenor.
4. All umpires shall umpire in accordance with the official rules of netball.
 - a. Modified rules of netball may be used for NetSetGo matches (e.g. smaller balls, lower hoops, longer time to hold ball, umpire can move on the court to correct play, etc).
5. Every team shall supply one (1) umpire each round to umpire a game.
 - a. Clubs may organise and supply an umpire on behalf of their team.
 - b. The umpire supplied should be competent to umpire at the team's level of play, although the umpire may be scheduled to umpire a lower grade. (For example, a cadet team must supply an umpire who can umpire a cadet game or lower).
 - c. Failure of a team to supply an umpire for a game will invoke a \$75 umpire fine, payable to Charlestown Netball Association.
 - i. Where a club has assumed responsibility for the supply of an umpire on behalf of a team, the fine will be issued to the club.
6. Umpires are directed to recognise that the game will start and finish with the bell, which shall be controlled at the office. This is a local ruling only and shall apply to all ordinary competition games and play-offs held by Charlestown Netball Association. However, the umpire's whistle will actually start and finish the quarters and the game. The bell only indicates that time has expired.
 - a. Time taken for injury will not be added to the game during general rounds.
7. Uniform/attire for umpires
 - a. All Umpires shall be required to be attired in suitable clothing approved by the Association, as per Netball Australia guidelines.

- b. Team umpires may umpire in the uniform of their team/club, but their team/club uniform must be covered by a white shirt, without obvious logos, patterns or images. The white shirt must cover the majority of their team/club uniform.

12. Scoresheets

1. There is one (1) official scoresheet per game.
2. It is the responsibility of the “home team” (first named team) to pick up the scoresheet from the office prior to the commencement of the game, and to score the game.
 - a. Teams failing to supply a scorer must accept without challenge the scoresheet submit as submitted by the opposing team.
3. The scoresheet will have a computer-generated list of registered players for each team.
 - a. Players must sign or initial against their own name on the scoresheet to indicate their participation in the game. Failure to do this will result in the player not be included as a participating player for that game.
 - b. Names of late registered players for the team must be written on the scoresheet.
 - c. Reserve players (either as day registrations or dual registrations/borrowed players) must be indicated as such on the score sheet.
4. At the conclusion of the game, custody of the scoresheet is with the winning team (either the captain, coach, or manager).
 - a. The winning team is responsible for ensuring that the scoresheet is signed off by the umpires, scorer and team captains.
 - b. The winning team is responsible for lodging the scoresheet at the office, either in the scorebox or handed directly in at the fixtures office.
 - c. If scoresheet is not placed in a box or handed in at the office by the completion of the last game of the day, the game may be declared a double forfeit and neither team will be credited with having played until evidence of the match result is produced.
 - d. Submission of an incomplete score sheet shall incur a penalty of one (1) competition point.
5. If the submitted score sheet does not clearly indicate who won or the final score, no points will be awarded until such time as both teams confirm the game result.
6. **Late return of score sheet:** The Association will accept a photo of the score sheet by text (sent to President, Secretary, or Fixtures Coordinator) within 24 hours after the end of the game, with the original scoresheet to be lodged on the next game day.

7. **Forfeit game:** A team receiving a forfeit other than an Association forfeit shall complete a score sheet as usual, marking the sheet as a forfeit and submitting the score sheet in the score box or handed directly in at the fixtures office.

13. Team Forfeits

1. A team shall receive a forfeit when:
 - a. The opposing team fails to field at least five (5) players within two (2) minutes of commencement of the game; or
 - b. The opposing team fails to complete a match commenced.
2. The team forfeiting will incur the following penalty: no competition points (zero points awarded) and a forfeit fine of \$55 (forfeit fine payable to Charlestown Netball Association).
3. Should neither team be able to field at least five (5) players within two (2) minutes of commencement of the game, the game shall be declared a double forfeit. Each team will incur the forfeit penalty as outlined above.
4. Both teams involved in a forfeited game must fulfil umpiring duties as scheduled, unless otherwise notified by the Association.
5. Where possible, any teams aware it will forfeit a game should give notice to the Fixture Coordinator and Secretary as soon as possible (via email). On game day, notification should be emailed to the Secretary as soon as possible, with a follow-up text or call to the Secretary, President or Fixtures Coordinator to confirm the email has been received.
6. When a team forfeits three (3) games in succession, the team will be disqualified from playing in any further competition matches in the current season.
7. When a team forfeits five (5) games throughout the competition, the team will be disqualified from playing in any further competition matches in the current season.

14. Association Forfeits

1. An Association forfeit shall occur when:
 - a. A team withdraws from the competition; or
 - b. A team forfeits three (3) games in succession; or
 - c. A team forfeits five (5) games throughout the competition; or
 - d. A team fails to supply an umpire for three (3) games.
2. In the event of an Association forfeit, the team will be disqualified from playing in any further competition matches in the current season.

- a. The affected team will be notified by email from the Association as soon as possible after the decision has been made, detailing why an Association forfeit has been imposed (using one of the forfeit reasons outlined in Clause 12.1).
 - b. The affected team will have seven (7) days to appeal the decision.
3. Teams receiving an Association forfeit must fulfil their umpiring duties as scheduled, unless otherwise notified by the Association.

15. Fines

1. Teams/Clubs may incur fines for:
 - a. Failure to umpire; and/or
 - b. Forfeit of a competition game.
2. When a team/club has incurred a fine as specified above, the fine must be paid in full before the next round of play.
 - a. If the fine is not paid in full before the next round of play, the affected team will not be permitted to play until the fine is paid.

16. Use of courts for training

1. Affiliated registered teams are welcome to train at Charlestown courts. This applies to club teams and independent teams.
2. CNA Executive support the concurrent use of the courts for training by multiple teams. However, CNA representative team training will take precedence over other individual team's training sessions, if/when required.
3. Any scheduled competition will take precedence over any training sessions.
4. Night-time training (using court lights) will be permitted at the discretion of the CNA Executive.
 - a. Teams wishing to train at the courts after dark with use of the court lights are required to seek permission from the CNA Executive (via the CNA Secretary or CNA Assistant Secretary). This may be done individually or as a group application submitted by an affiliated club.
 - b. Court lights will be permitted for training purposes for four nights mid-week (typically Monday, Tuesday, Wednesday and Thursday) during the winter competition (notionally March to September), as determined the CNA Executive.
 - c. The CNA Executive may change these arrangements as required, due to changes in training schedules, weather, etc. The CNA Executive will endeavour to give

notice to clubs and players before the change comes into effect, unless it is impractical to do so due to extenuating or exceptional circumstances.

17. Relevant information

See also

- Charlestown Netball Association – Adverse Weather Policy
- Charlestown Netball Association – Uniform and Dress Code Policy
- Netball Australia Code of Conduct for Community Netball Policy
- Netball NSW Affiliation and Membership Policy

18. Policy Review

At a minimum, this policy will be reviewed every three years by the CNA Executive. The policy may be reviewed more frequently if deemed necessary by the CNA Executive.

19. Appendix 1: Fees for Netball NSW Registration*

	2021	2022	2023	2024	2025	2026
NetSetGo	\$69	\$74	\$79	\$86	\$91	\$95
Junior	\$69	\$74	\$79	\$86	\$91	\$94
Senior	\$91	\$95	\$101	\$109	\$113	\$119
Day registration	-	-	\$18	\$18	\$19	\$22

* 12-month NNSW registration required for winter competition, including mandatory Netball Australia fee