

SOUTHERN TASMANIAN NETBALL ASSOCIATION

'We're having a ball'

2023 Conduct of Roster



The Conduct of Roster administers the running of the Southern Tasmanian Netball Association (STNA) Winter Roster within the governance of the *STNA Constitution and Rules of the Association* and the *STNA Bylaws*.

The Conduct of Roster is managed by the STNA Roster Committee within the governance of the STNA Netball Management Committee.

The Conduct of Roster operates on the following principles:

- The rules within Conduct of Roster are binding on all STNA clubs and players.
- The Winter Roster operates as a Female Category Sport as defined by Netball Australia policy, unless stated otherwise within the rules of this document.
- All clubs have one delegate and one vote on Roster Committee.
- The Roster Sub-committee is managed by an independent Roster Convenor.
- Where the rules do not cover a specific scenario the Roster Committee will use its discretion to discuss and authorise a solution.
- The Roster Committee, Roster Request Panel or Netball Management Committee (as specified within the rules) will consider any written request for exemption to the rules.
- The Roster Convenor and one other member of the Roster Committee are members of the STNA Netball Management Committee.
- Clubs may appeal the decision of the Roster Committee. Any appeal will be dealt with by the STNA Netball Management Committee whose decision will be final.
- All references to Winter Roster include all Grades and Age Divisions listed in Order of Grades.

The Conduct of Roster is reviewed annually, and changes are ratified by the Southern Tasmanian Netball Association Board of Management.

Ratified by STNA Board of Management 05 December 2022



SECTIONS OF THE CONDUCT OF ROSTER

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1. MEMBERSHIP

- 1.1 All ages taken as of 31 December in the year of play.
- 1.2 Minimum age is the year the player turns 10.
- 1.3 Age Divisions for Winter Roster:
 - 11&Under (mixed)
 - 13&Under (mixed)
 - 15&Under
 - 17&Under
 17&Under (Boys)
- 1.4 The minimum age for players in Women's Grade and 21&Under is 15 years as of 31 December in the year of play. Players in STNA development team/s playing in 21&Under competitions are exempt from the age rule for 21/U.
- 1.5 All members must comply with STNA Policies and Procedures.

2. REGISTRATION

- 2.1 All players, coaches, umpires, and officials participating in the Winter Rosters must be registered members of STNA.
- 2.2 At the commencement of and during the season it is the responsibility of club officials to ensure players are registered prior to their first game.
- 2.3 Team lists must be submitted to the Roster Convenor through the STNA Office on the official STNA Team Registration Form by the nominated date.
 - 2.3.1 Minimum of seven (7) players must be named, noting the grades played in previous years (if applicable) and previous STNA club (if applicable).
 - 2.3.2 Grade/Age division must be nominated.
 - 2.3.3 A Team Registration fee will be charged.
 - 2.3.4 Players joining a team after the STNA Team Registration Form has been submitted and assessed for team grading by the Roster Committee will have their team reviewed as part of the re-grading process.
 - 2.3.5 Where individual players join a team after the re-grading process, the Roster Committee must be notified.
- 2.4 A non-registered player may register as a substitute player on game day as a "Day Player".
 - 2.4.1 Player Registration form (online or paper) must be completed before taking the court. Day player fees are billed to clubs at the end of the season.
 - 2.4.2 Three games are allowed as a 'Day Player':
 - Player movement rules apply for players previously registered within the last three years (refer 4.1.1).
 - These games may be played with different clubs.
 - A player is automatically made a full member when they play a fourth game as a Day Player. They become a member of the club with which they play that 4th game. This can be reversed if full membership was unintentional, but penalties apply (refer Section 8).
 - These games must conform to the Age eligibility provisions of STNA Conduct of Roster (Refer Section 1).
 - Games played as a day player count towards that player's deeming for finals eligibility.



- 2.5 Registration must occur within 7 days. Playing an unregistered player is a breach of the Conduct of Roster and will incur a penalty or penalties. (Refer to Section 8)
- 2.6 The STNA Board of Management (BOM) reserves the right to refuse membership.

3. GRADING

3.1 GRADING

Grading is determined by the Roster Committee prior to the commencement of the season. Players are deemed graded with the team in which their name appears on the Team Registration form OR if they player joins a team after the roster starts then they are deemed graded with the team in with they register in PlayHQ (Refer to Section 3.3.1).

3.1.1 ORDER OF GRADES & AGE DIVISIONS – determines eligibility of player movement when a player is sought to play as a fill-in with another team during the current playing roster. (Refer to Section 4.2).

State League Open

Premier League

State League 19 & Under

1st Grade

21 & Under Division 1

2nd Grade

3rd Grade

17 & Under Division 1

15 & Under Division 1

4th Grade

21 & Under Division 2

5th Grade

17 & Under Division 2

6th Grade

7th Grade

21 & Under Division 3

17 & Under Division 3

15 & Under Division 2

17 & Under Division 4

13 & Under Division 1

15 & Under Division 3

13 & Under Division 2

15 & Under Division 4

15 & Under Division 5

11 & Under Division 1

13 & Under Division 3

13 & Under Division 4

13 & Under Division 5

11 & Under Division 2

11 & Under Division 3

11 & Under Division 4

Subject to Age eligibility and restrictions (Refer to Section 1)



- 3.1.2 Day Players are not deemed until they play as a full member (Refer to Section 2.4)
- 3.1.3 Any re-grading process may occur between Round 5 and Round 10 (Refer to Section 9.4).
- 3.1.4 In the event of a team being re-graded downwards, they shall take their accrued points to that Grade/Age Division, however these shall not be less than the team in the lowest position in their new Grade/Age Division.
- 3.1.5 In the event of a team being re-graded upwards they shall take their accrued points and percentage, however these points and percentage will not exceed those held by the team in the highest position in their new Grade/Age Division.

3.2 TEAM ENTRY

- 3.2.1 Clubs must submit their team entry estimated by the specified date each year.
- 3.2.2 The Roster Committee will review all team submissions and determine final team placement considering:
 - number of team entries into the division
 - distribution of club teams within the division
 - playing history of the players.
- 3.2.3 17&U Stingas will be placed accordingly as determined by the Roster & Coaching Committees.

3.3 INDIVIDUAL DOWNGRADING

- 3.3.1 Any player is eligible to nominate for 2 Grades below their previous deeming within the last 3 years. This includes State League players. Only 2 players nominating from any one previous Grade may access this rule if they are registering to play together in the same team. (Refer to Sections 3.3.2, 3.3.3).
- 3.3.2 Order for Grades for use by returning players into the roster (Refer to Section 3.3.1):
 - State League Open
 - Premier League
 - 1st Grade
 - 2nd Grade
 - 3rd Grade
 - 4th Grade
 - 5th Grade
 - 6th Grade
 - 7th Grade
- 3.3.3 Where a player eligible for an age-limited division enters a Grade team (Refer to Section 4.1.6), the Order of Grades applied (Refer to Section 3.1.1) to determine which division/s they may enter.
- 3.3.4 A player eligible for entry into an age-limited division, returning from a Grade team in the previous season, may nominate for the highest team in their Club in their own age group.

4. PLAYERS

4.1 MOVEMENT OF PLAYERS

Player movement is restricted as follows:

- 4.1.1 A Day Player who has been registered in the last 3 years can only drop a



maximum of 3 grades below their previous deeming (Refer to Sections 3.3.2, 3.3.3).

- 4.1.2 Upward movement is not restricted unless subject to the Six Game Rule or 20 quarters in State League (where applicable) (Refer to Sections 3.1.1, 4.2.1 and 4.3.3).
- 4.1.3 Players in STNA development teams playing in a higher grade are exempt from the Six Game Rule (Refer to Section 4.2.1) only for those games playing with the STNA development team. These players are still subject to the Six Game Rule for their club teams. Players in STNA development teams are still subject to rule 4.1.7 (a maximum of 2 games per day).
- 4.1.4 Movement between teams in the same Grade/Age Division is not permitted.
- 4.1.5 Downward movement in any Grade/Age Division is not allowed except for teams in the lowest Grade/Age Division who may take a player from the same Club in a team which is in the Grade/Age Division immediately above the lowest Grade/Age Division. If there is no team immediately above, they may take an age eligible player from the next ranked team. In Grades this exception only applies to clubs with no Junior teams. This rule is only to be used when a team requires a 7th player or a single bench player.
- 4.1.6 Movement by Age Division players to Grade Teams is subject to the age minimum rule (Refer to Section 1.4), the Order of Grades (Refer to Section 3.1.1) and the Six Game Rule (Refer to Section 4.2.1).
- 4.1.7 A player may play a maximum of three (3) games in a Round but only two (2) games can be played in any one day.

4.2 PLAYER DEEMING

- 4.2.1 A player initially registered in an STNA Grade/Age Division who plays a total of six (6) games or more in any grade higher than their registered grade is then deemed to be in the grade in which they have played the majority of higher grade games. In the event there is an equal number of multiple higher grade matches then the deeming is the lower of those grades. This rule applied to games in finals in addition to roster games.
- 4.2.2 A player initially registered in an STNA Grade/Age Division who plays a total of 20 quarters or more in a State League team (including finals) is then deemed to be registered as a State League player, unless exempt under rule 4.3.
- 4.2.3 Players aged 17&Under are exempt from rule 4.2.2.

4.3 STATE LEAGUE PLAYERS

State League players are those selected and registered as State League players for the State League season by their club and not any player not originally deemed a State League player who has played more than 20 quarters in the State League competition (Opens and/or 19&Under).

- 4.3.1 Open State League players can play unrestricted in the Premier League competition. 19&Under State League players can play unrestricted in the Premier League and 1st Grade competitions.
- 4.3.2 One (1) 19&Under State League player may play in the 21&Under Division 1 competition. They do not require permission from the Roster Committee (Subject to 4.3.3).
- 4.3.3 A State League player may play finals if they qualify by Round 15 (Refer to Section 4.5.1).
- 4.3.4 In line with the Six Game Rule (4.2.1), 19&Under State League players who six



(6) games in Premier League are then unable to play in the 1st Grade competition.

4.4 CLEARANCES

- 4.4.1** Any player, coach, umpire, or official who has been registered with an STNA club at any time in the previous 3 years must obtain a clearance from their previous club before they are eligible to be registered with a new club for the STNA Winter Roster.
- 4.4.2** Player, coach, umpire, or official clearances must be on the official STNA Clearance Form (found on the STNA website) and lodged online with the STNA Office for ratification. Paper Clearance Forms are also accepted.
- 4.4.3** Any player, coach, umpire, or official who moves to a new club after the start of the season must lodge a Clearance Form with the STNA Office at least two days before their first game.
- 4.4.4** Playing an uncleared player is a breach of the Conduct of Roster and will incur a penalty or penalties (Refer to Section 8).
- 4.4.5** Clubs may refuse a clearance only if the member requesting the clearance owes the club money or has a legally binding contract with the club.
- 4.4.6** No clearance requests are to be requested or approved in the 5-week period before finals.
- 4.4.7** A "Day Player" (Refer to Section 2.4) does not require a clearance because they are unregistered.
- 4.4.8** No member (playing or otherwise) can be granted more than one clearance in a 12-month period. This period commences at the conclusion of the previous Winter Roster, on the day after the Grand Final.
- 4.4.9** If a club disbands during the season its members must apply to the Roster Committee if they wish to play for another club.
- 4.4.10** The Roster Committee will adjudicate on any clearance issues.
- 4.4.11** Signatories:
- Clubs must nominate three (3) members as signatories who shall be responsible for authorising clearances and their names must be lodged with STNA by 31 January each year.
 - Signatories are valid for one (1) year.
 - Clubs will receive the list of signatories for each club.

4.5 ELIGIBILITY FOR FINALS

- 4.5.1** A player must be a fully registered member and play a minimum of six (6) rounds with their STNA club during the season.
- 4.5.2** Clubs may request exemptions to rule 4.5.1 in special circumstances which will be assessed by the Roster Committee on a case-by-case basis (e.g., cancellation of games that may have contributed to a player's eligibility to play finals).
- 4.5.3** Players can play finals for a maximum of two teams. This is subject to the rules of Movement of Players (Refer to Section 4.1). The Six Game Rule (Refer to Section 4.2.1) applies to games in finals in addition to roster games.
- 4.5.4** STNA STINGAS teams who play in STNA roster games are not eligible for participation in STNA finals series.
- 4.5.5** If a player takes the court in a final for a team for which they are not eligible then that team will forfeit the game.



5. GAME MANAGEMENT

5.1 RULES FOR MATCHES

- 5.1.1 The rules shall be those of Netball Australia and the STNA Conduct of Roster.
- 5.1.2 STNA/Netball Australia Codes of Behaviour are to be recognised at all times.
- 5.1.3 All roster games will be centrally timed unless there are extenuating circumstances.
- 5.1.4 All matches shall commence at the time set down in the roster unless there are extenuating circumstances.
- 5.1.5 ALLOCATION OF POINTS
 - Four (4) points for a win
 - Three (3) points for a draw
 - Three (3) points for a bye
 - Two (2) points for a loss
 - Zero (0) points for a forfeit

5.2 UNIFORMS

- 5.2.1 Each club/team shall register for approval any changes to its uniform and colours for the main playing roster. The information is to be lodged with the Roster Committee by 30th September for approval by 30th November. Clubs may include an alternative uniform to be worn, if required, during periods where provision of club uniform is delayed, where clubs are phasing in a change in uniform or when playing a team with similar colours. The alternate uniform must be consistent for all players in a team.
- 5.2.2 Clubs may not use the State or Association colours (State: Green, Gold and Red; Association: Royal Blue and Gold)
- 5.2.3 Clubs may not make changes to uniforms during a playing roster without approval from the Roster Committee.
- 5.2.4 New clubs, or existing clubs wishing to change their uniform, cannot have the same combination of colours that already exist.
- 5.2.5 Players must wear approved club playing uniform and bib/patch.
- 5.2.6 Approved club playing uniform may include:
 - Shorts and playing top (t-shirt, singlet or long sleeve t-shirts) that are registered as an official uniform item.
 - Leggings and long sleeves. Where worn, these must be consistent for all players in the team who choose to wear them.
 - Soft, non-intrusive head coverings for religious/medical reasons. Head coverings must be tight and non-flowing, edges must be held securely or tucked into the shirt and must be tied on or fastened by clips and non-sharp pins.
 - Refer to Netball Australia Uniform Guidelines 2022 for additional information.
- 5.2.7 Where clubs have similar pattern and colour of uniforms or where two teams from the same club are drawn against each other, the second named team on the roster draw must wear a contrasting colour bib/patch.
- 5.2.8 Clubs may include sponsor logos on approved playing uniform and bib/patch, but club sponsors are not to conflict with STNA sponsors. In new sponsorship negotiations, prospective STNA sponsors will be advised of existing club sponsorship arrangements. Sponsor logos are not to detract from the



visibility of playing positions on bibs/patches.

- 5.2.9 Where a player requires a variation to uniform rules for medical reasons (other than noted in Rule 5.2.6), they must provide an appropriate medical certificate to an NMC member. If approved, the NMC member will authorise the STNA Office to provide the player with an exemption card, which they should show to umpires at each game.
- 5.2.10 Where a player needs to wear a splint or medical apparatus containing hard or abrasive materials, they must have this assessed by the Umpire Convenor or their proxy to determine whether it is safe. If deemed safe, the Umpire Convenor or their proxy will authorise the STNA Office to provide the player with an exemption card, which they should show to umpires at each game.
- 5.2.11 Any other exceptions to the rules for uniforms must be applied for through the Roster Committee.

5.3 SCORESHEETS

- 5.3.1 Names of all players must be clearly written on scoresheets before the scoresheet is signed off by the scorers, umpires, and captains.
- 5.3.2 A game will be recorded as played for each player whose name appears on the scoresheet and who has a position recorded against them.
- 5.3.3 In the event of injury or illness a replacement's players name may be added to the scoresheet at the time they take the court. The replacement player is subject to Rules 1.4, 3.1.1 and 4.1.5.
- 5.3.4 The scoresheet must be signed off as completed at the end of the game.
- 5.3.5 A completed scoresheet will be deemed filled in correctly if it has legibly written full names of players, record of playing position, including those of substitutes taking the court, the running score and the total score marked, the Centre pass marked and it is signed by the scorers, umpires and both captains.
- 5.3.6 No changes can be made to the completed and signed scoresheet.
- 5.3.7 The running score on the scoresheet is the official score of the match.
- 5.3.8 Each team must provide a competent scorer and they will sit together in the designated area.
- 5.3.9 Failure to fill out the scoresheet correctly (Refer to Rule 5.3.5) is a breach of the Conduct of Roster and will incur a penalty or penalties (Refer to Section 8).
- 5.3.10 At the end of each game the scoresheet must be placed in the Scoresheet box by the winning team. Missing scoresheets will be followed up by the STNA Office. Failure to return the scoresheet will incur a penalty or penalties (Refer to Section 8).

5.4 FORFEITS

If a team cannot play a match at the time set down, they forfeit. A penalty or penalties may apply (Refer to Section 8).

- 5.4.1 It is the responsibility of the Roster Delegate of the forfeiting team to notify the Roster Delegate of the opposing team, the Roster Convenor, the Umpiring Convenor and the STNA Office.
- 5.4.2 On game date, a team will forfeit the game if they cannot take the court with at least five (5) players within five (5) minutes of the starting time.
- 5.4.3 An automatic forfeit will be applied after the game where a team is found to have played a player:
 - a. Deemed to be from a higher Grade/Age Division (Refer to Sections 4.1.2



- and 4.1.5)
- b. Currently registered with another club (Refer to Section 4.4.1)
- c. Under a false name
- d. Deemed to be in the same Grade/Age Divisions (Refer to Section 4.1.4)
- e. Not registered as a player with STNA (Clubs have 7 days to correctly register the player to avoid the forfeit)
- f. Who does not meet the age eligibility requirements (Refer to Section 1.4)

5.4.4 Where 5.4.3 applies, the opposing team shall be awarded the winning points and a 20-0 margin score for the game and the team at fault shall be awarded no points. The opposing team shall not be disadvantaged if the actual winning margin was higher than 20 goals.

5.5 FINALS

5.5.1 Junior Semi and Preliminary finals will be centrally timed for the entirety of the game.

5.5.2 Grade, 21&Under, 17&Under and 15&Under Division 1 Semi and Preliminary finals will be centrally timed for three (3) quarters. The last quarter will be individually timed.

5.5.3 All Grand Finals will be individually timed.

5.5.4 Finals Formats:

Winter Roster (Three (3) weeks)

Week 1	Semi Finals	1 v 2 and 3 v 4
Week 2	Preliminary Final	loser from 1 v 2 Semi Final vs winner from 3 v 4 Semi Final
Week 3	Grand Final	winner from 1 v 2 Semi-Final vs winner from Preliminary Final

5.5.5 A running sheet will be provided for each club for Grand Final Day.

5.5.6 Clubs will arrange a competent scorer for their own team/s for each Finals match (including the Grand Final).

5.5.7 A draw in a finals game will be resolved as per 'sudden death' rules.

- A one (1) minute break will occur, teams will swap ends and can interchange and/or substitute players.
- Except for 11&Under (refer to Rule 5.5.8), teams will then play without a break until one team has a two (2) goal advantage. That team will be declared the winner.

5.5.8 Extended play for a draw in an 11&Under division finals will be timed for five (5) minutes. The winner is:

- The team that reaches a two (2) goal advantage within the five (5) minute timeframe (play stops as soon as the two (2) goal advantage is reached), or
- The team that is one (1) goal up at the end of the five (5) minutes of extra play, or



- The team that won the 1 v 2 Semi Final, if the score is still a draw after five (5) minutes of extra play.

5.6 MATCH MANAGERS

- 5.6.1** The Roster Committee, of the Roster Convenor on their behalf, may appoint one of their team members to be a Match Manager for a game or games.
- 5.6.2** Where a Match Manager has not been appointed by the Roster Committee, the STNA Netball Manager or their appointed delegate will act in the role of Match Manager.
- 5.6.3** The Match Manager has the authority to make rulings and advise on matters not included in the Rules of Netball (which are the domain of the umpires), including but not limited to:
- The decision to change the start time or court on which a game will be played.
 - The decision to vary the length of the game due to time limitations.
 - The decision to abandon a game due to safety reasons (such as weather, court conditions, lighting, or behaviour).
 - Any matter covered in the Conduct of Roster than requires immediate resolution.

5.7 DUTIES

- 5.7.1** All teams must provide a competent score for each game.
- 5.7.2** All teams must provide an umpire for each game (as determined by the Umpire Convenor and Umpire Delegates).
- 5.7.3** All clubs must undertake Club Duty, as rostered by the Roster Convenor, including during finals.
- 5.7.4** Failure to carry out duties must be reported to a Roster Delegate and may incur a penalty or penalties (Refer to Section 8).

6. UMPIRING

- 6.1** All umpires must be full financial members of STNA.
- 6.2** All Badged Umpires are required to wear full white attire, long or short sleeves and shorts or long pants can be worn (in accordance with the Netball Australia Uniform Guidelines 2022).
- 6.3** Unbadged Umpires must wear a white top and black bottoms, long or short sleeves and shorts or long pants can be worn (in accordance with the Netball Australia Uniform Guidelines 2022).
- 6.4** All clubs will be allocated umpiring duties. A fine will be imposed for failure to carry out umpiring duty (Refer to Section 5.7.2).
- 6.5** The STNA Office liaises with the Umpiring Convenor on Roster matters affecting any aspect of umpiring or umpire allocation.

7. JEWELLERY

- 7.1** As per the Rules of Netball, no item of jewellery, except a wedding band and/or medical alert bracelet, shall be worn. If either or both are worn, each shall be taped.
- 7.2** If an umpire noticed a player on court wearing jewellery in contravention of the above, the player will be suspended from the game for two (2) goals and may not be replaced. They may return to the court only if they have removed the jewellery.



- 7.3** A player who has a surgically implanted piercing that cannot be removed without further surgery must apply annually to the Netball Management Committee for a waiver from the above, which must be granted in writing and provided to the umpires at each game. Where visible, these must also be taped. (Refer to the STNA Jewellery Policy for additional details on regulations and application process).
- 7.4** As per the Netball Australia Uniform Guidelines 2022, if jewellery is not able to be removed for medical or religious purposes it is the players choice to play with them, and this player accepts the risks involved. Jewellery that cannot be removed for religious / medical reasons should be covered with padding / tape as necessary to prevent injury to others. Jewellery or other items which cannot be securely covered or taped must be removed. As with surgical implanted piercings, a player who chooses to wear jewellery whilst playing must apply annually to the Netball Management Committee for a waiver from the above, which must be granted in writing and provided to the umpires at each game. (Refer to the STNA Jewellery Policy for additional details on regulations and application process).

8. PENALTIES

Failure to comply with the STNA Conduct of Roster will result in a penalty or penalties being awarded. The Roster Committee will assign a penalty or penalties as set out in this section, noting that penalties may be applied retrospectively regardless of any delay in discovering the breach of the rules.

- 8.1** All fines will be set by the Southern Tasmanian Netball Association Board of Management (BOM) and passed for approval at the AGM.
- 8.2** For breaches to the Conduct of Roster (such as incorrectly filled out scoresheet) and forfeits, penalties will be applied based on the following scale:

For breaches	For forfeits
1 st offence – Official warning	More than 1 week's notice: <ul style="list-style-type: none"> forfeit is recorded by STNA office
2 nd offence - \$50	Where notice is provided within a week: <ul style="list-style-type: none"> forfeiting team is charged full court fees for the game. \$50 fine is imposed for first offence, increases by \$50 for each subsequent forfeit (\$100, \$150 etc.)
3 rd offence - \$100 and loss of game points	Where notice is provided within 24 hours: <ul style="list-style-type: none"> forfeiting team is charged full court fees for the game. a \$100 fine is applied for first offence, increases by \$100 for each subsequent forfeit (\$200, \$300 etc.) game points awarded to the opposing team (refer 5.4.4)

Note: Where a team has played an unregistered player, a club has 7 days to correctly register a player to avoid a penalty and forfeit.

- 8.3** Any variation to the application of penalties set in this section will be at the discretion of the Roster Committee.



9. ROSTER COMMITTEE

- 9.1** The Roster Committee is managed by an independent Roster Convenor, elected bi-annually at the STNA AGM. (Refer to the STNA Constitution).
- 9.2** All clubs have one (1) delegate and one (1) vote on the Roster Committee.
- 9.3** Decisions of the Roster Committee are made by majority vote of club delegates. This can occur at meetings, via email between meetings, or verbally for decisions required on game day. The Roster Convenor has no vote except in the case of a tied vote. The process for decision making via email will be:
- Raise issue with Roster Convenor.
 - Roster Convenor sends issue to delegates with deadline for online discussion of said issue.
 - Following discussion Roster Convenor sets voting period.
 - Decision made on majority vote.
- 9.4** The Roster Committee determines grading and re-grading of teams in Grade/Age Divisions.
- 9.5** The STNA Office administers the maintenance and publication of the roster draw, the recording of scoresheets, the allocation of points, the compilation and publication of roster ladders and the registration and qualification of players.
- 9.6** The STNA Office and the Roster Convenor liaise on administration of the STNA Winter Roster and communicate with Roster Delegates.
- 9.7** Where required, a three (3) person Panel (Roster Request Panel (RRP), see Appendix 1) will be appointed, as per guidelines, to handle requests made throughout season on individual player movement (Refer to Sections 2.3.4 and 2.3.5).
- 9.8** The Duty Club is a member of the RRP and adjudicates on individual grading issues where necessary.

10. DISPUTE RESOLUTIONS

Appropriate behaviour is set out in the published STNA Codes of Behaviour (supported by the Netball Australia Code of Conduct). Breaches of any code of behaviour and/or disputes fall under the jurisdiction of the STNA Management Committee.

- 10.1** Complaints or disputes about any game are to be detailed on the appropriate Grievance Form and lodged by an adult as per the instructions contained in the Grievance Procedure.
- 10.2** Any player/coach/umpire found guilty of misconduct may have their membership revoked or suspended by the STNA BOM for a period of time set by the STNA Netball Management Committee.
- 10.3** Any spectator found guilty of misconduct may have their attendance restricted as determined by the Netball Management Committee.
- 10.4** Appeals must be lodged in writing to the Netball Management Committee within 7 days.

*These are the approved rules as endorsed at the STNA Review Meeting on the 28th November 2022.
These are the approved rules as ratified by the STNA Board of Management on 5th December 2022.*



APPENDIX 1

The **Roster Request Panel (RRP)** rules on individual player grading issues that may arise during the season. The panel of 3 is made up of:

- The Roster Convenor, and
- An STNA Board Member who is independent of the Club making the request, and
- The Roster delegate from the Duty Club for the round (or another Roster Committee delegate if the request involves the Duty Club).