



MEN'S NATIONALS AND MIXED NATIONALS – TOURNAMENT RULES

For the purposes of clarity these rules apply to both Men's Nationals and Mixed Nationals under NZMMNA, commonly known as "Mens" and "Mixed" respectively.

1. The NZMMNA Men's & Mixed Nationals will be conducted in accordance with NZMMNA Tournament Policy.
2. Eligibility to participate in a NZMMNA national tournament. Players must:
 - a. Be living in New Zealand or a New Zealand Citizen AND make themselves available for national selection.
 - i. Living in New Zealand means resident in New Zealand for a period longer than 3 months at the time of participation in the tournament.
 - ii. Dispensations to play outside of these rules will not normally be given. However, where exceptional circumstances arise, affiliated associations may apply for an exception. Such exceptions must outline fully the grounds for the dispensation and must be submitted to the Secretary of NZMMNA no later than one month prior to the tournament for consideration by the Tournament Committee.
 - b. Invitational teams are not bound by the above criteria, but any invitational teams are ineligible to compete for any NZMMNA national tournament points, titles, trophies, and awards.
3. Entries for Netball Nationals will be accepted for Open Grades (A, B, C), Masters, 23 & Under Grade, and 20 & Under Grade dependent on team entries (minimum of four teams needed). Proof of age may be required. This is up to the team managers to have proof of the age at the managers meeting or when asked by the NZMMNA Tournament Committee.
 - a. Players entering the 23 and Under Grade must not turn 24 years old during the tournament.
 - b. Players entering the 20 and Under Grade must not turn 21 years old during the tournament.
 - c. Players entering the Masters grade must be 35 years of age (or older) at the commencement of the tournament.
4. Any teams, who have not paid their affiliation fees or team registration fee before the start of the first round of the national tournament, will not be eligible to compete in the tournament.
5. Games will be played in accordance with the most up to date INF Netball Games Rule book, apart from the changes outlined below.
6. Team Registration.
 - a. Teams participating in the Open (A, B, and C) and Masters grade shall register no more than 12 players on the registration form.
 - b. Teams participating in the 23 and Under AND 20 and Under grades can register up to 14 players for the tournament but must register 12 players for each game 30 minutes prior to the start time of the game. Only those 12 registered players for the game can take the court, anyone else not registered who takes the court will cause the game to be lost by default.



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7. Player Registration

- a. For the duration of the Men's or Mixed Netball Nationals, teams shall only use players named on their registration form that was registered at the beginning of the tournament.
- b. These team registration forms cannot be altered after the tournament commences.
- c. The maximum numbers of players that can be registered per team is as per 6i and 6ii above.
- d. There is to be no changes at all by any player once the tournament has commenced.
- e. The exception to this is if a player is injured and will no longer be able to take any further part in the tournament, then a medical certificate must be supplied along with a new team registration form with the injured players name removed and the replacement player's name included and given to the tournament convenor. Players removed from a team list due to injury cannot play at any point once the tournament officials have been informed of their removal from the team list.
- f. Players shall only register and play for one (1) team.
- g. Players must play within the rules of the NZMMNA Transgender Policy (see Appendix I).

8. Team Uniforms

- a. Each team shall play in their registered uniform (playing top and bottoms) colours of the area/region they are playing for.
- b. Playing bottoms must all be the same colour and similar length / style.
- c. Mixed grades
 - i. women must all be wearing the same colour and similar length / style.
 - ii. men must all be wearing the same colour and similar length / style.

9. Each team shall be under the control of a coach and manager or a combination thereof.

10. Each team shall identify a Primary Care Person on the team list – only this person will be permitted onto the court in the event of a stoppage to attend to on court player/s. Where a team does not have an identified Primary Care person, the coach or manager may take this role. Each team shall make this known to the game umpires before play starts.

11. Each team will be required to supply a non-playing team member for the bench, unless otherwise advised by the NZMMNA executive committee.

12. Each team will be required to supply a non-playing umpire, unless otherwise advised by the NZMMNA executive committee.

13. Any players wishing to be considered for the High-Performance Programme need to have nominations, via their manager, to the NZMMNA tournament committee 2 weeks prior to the tournaments Managers meeting being undertaken. Team Managers are responsible for ensuring the NZMMNA Tournament Committee ensuring the correct details are provided including proof of age.



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14. Men's Nationals games will consist of:

- a. A Grade: four (4) periods of fifteen (15) minutes with intervals of three (3) minutes between the 1st & 2nd and 3rd & 4th quarters. The interval between the 2nd & 3rd quarters (halftime) will be five (5) minutes, unless A Grade consists of more than 6 teams in which case rules revert to 14 ii as follows
- b. All other grades will be four (4) periods of ten (10) minutes with intervals of two (2) minutes between the 1st & 2nd and 3rd & 4th quarters. The interval between the 2nd & 3rd quarters (halftime) will be three (3) minutes.

Mixed Nationals Games will consist of:

- i. Pool Play games: four (4) periods of ten (10) minutes with intervals of two (2) minutes between the 1st & 2nd and 3rd & 4th quarters. The interval between the 2nd & 3rd quarters (halftime) will be three (3) minutes.
- ii. For all grades except the A grade - for semis and finals will be at four (4) periods of ten (10) minutes with intervals of two (2) minutes between the 1st & 2nd and 3rd & 4th quarters. The interval between the 2nd & 3rd quarters (halftime) will be three (3) minutes.
- iii. A grade For Semi-finals and Finals: four (4) periods of fifteen (15) minutes with intervals of three (3) minutes between the 1st & 2nd and 3rd & 4th quarters. The interval between the 2nd & 3rd quarters (halftime) will be five (5) minutes.

15. All grades must consist of a minimum of 4 teams and a maximum of 8 teams.

16. Players shall not play more than 120 minutes of netball in any single day, during any NZMMNA tournament.

17. All games shall be played with netballs supplied by NZMMNA and the tournament organisers or if required, the competing teams may be asked by the umpires to supply a netball.

18. The umpires for all games at the Netball Nationals shall be appointed by the NZMMNA Umpires panel and Umpire Coordinator.

19. Any games that have an official score bench will need to work with the Bench Manager prior to the start of the game. The Tournament Convenor is the Bench Coordinator and will let teams know what games will have official Benches on them. If any teams have concerns or queries regarding bench officials, please liaise with the Tournament Convenor.

20. To avoid any confusion team placements for all games will be allocated on the following basis:

- a. Team 1 on the draw will take the area to the RIGHT of the bench as it faces out on to the playing court.
- b. Team 2 on the draw will take the area to the LEFT of the score bench as it faces the playing court.

21. During round robin play points will be awarded as follows:

- 2 points for a Win
- 1 point for a Draw
- 0 points for a Loss
- -2 points for a defaulted game.

22. In the event of a tie at the end of round robin play, the points for and against system will come into play.



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23. All semi-finals and finals require a winner (there are no draws permitted). If the score is level at the end of Full-time, there will be:
- A two (2) minute interval at the end of full-time. Substitutions can only be made during this interval, except during the case of injury or illness when the INF rules of the game apply.
 - Extra time of two (2) x seven (7) minutes halves for Semi's and Finals: two (2) x five (5) minutes halves for all other games will be played.
 - Teams change ends at the beginning of this extra time and game is restarted with a centre pass.
 - Teams change ends at half time between the two periods of extra time. No substitutions are allowed at this time.
 - The centre pass is taken by the team entitled to the next centre pass at the restart of the second half.
 - In the event of a remaining tie at the end of extra time, play will continue until one team has a two (2) goal advantage.
24. Mixed Nationals Court Positioning Rules – All Grade:
- There must be always three males on court (no more, no less), with four females (no more, no less). The only exception to this is if you do not have enough players (male or female) to take the court and the team then choose to play with less than seven.
 - You must have one male in a position in each of the thirds i.e. one male in GS or GA, one male in WA C or WD, and one male in GD or GK.
25. No participant, team or official of the tournament shall be permitted to be sponsored by a tobacco or vaping product nor be permitted to sell or advertise tobacco products consistent with the Smoke free Environment Act 1990.
26. If any teams have sponsorship advertising banners or signs please inform the Tournament Committee that you wish to display these.
27. Please make sure you tidy and pick up any refuse/rubbish left behind at the venue. Make sure that all participants and officials respect the venue's smoke free rules and keep the venue tidy.
28. If any disputes arise from interpretation of these rules, reference in writing shall be made as required to or by the New Zealand Men's & Mixed Netball Association board, whose decision shall be binding on all parties.
29. Protests, Disputes and Incident Reports: The NZMMNA board shall appoint a Protest Committee consisting of the Convenor and two other officers from the board. All members of this Protest Committee shall not be connected in any way with the clubs concerned therein.
- To hear and determine the outcome of any protest, dispute, or incident there shall be present the Protest committee together with an umpire's representative.
 - In the event of a protest, dispute or incident report, any protest shall be in writing to the Netball Nationals Convenor within four (4) hours of the incident occurring or the completion of the game and accompanied by a fee of \$50.00. The fee shall be forfeited if the protest is considered to have been made without reasonable cause.
 - Upon receipt of a protest or incident report, the Netball Nationals Convenor shall obtain the view of all parties for the purpose of stating their case. With all parties concerned given the right to attend the meeting of the Protest Committee.
 - It shall advise all parties of its decision regarding the protest or incident report as soon as possible.



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- i. If any parties are unhappy with the decision, they have the right to appeal to the appeal committee. In the event of an appeal, any appeals shall be in writing to the Netball Nationals Convenor within four (4) hours of the incident decision and accompanied by a fee of \$50.00. The fee shall be forfeited if the appeal is considered to have been made without reasonable cause.
 - ii. The Appeal Committee shall consist of three Executive Officers not affiliated to the clubs concerned nor involved in the original decision.
 - iii. The Appeal Committee shall meet within three days of receiving a written appeal and shall give its ruling in writing within two days of the meeting.
 - iv. The ruling of the Appeal Committee shall be final and binding on all concerned parties.
30. Sport Rage: It is important that every person involved in netball enjoys a positive experience playing the sport that we love. We want to emphasize the importance of fair play ensuring that our court etiquette is always at the highest standard. It is truly against the spirit of our game to deal with indifferent and unacceptable behavior which potentially can bring our game into disrepute.

This includes, but is not limited to:

- Persistently or willfully questioning or challenging the rulings of Umpires or Bench Officials
- Berating or abusing officials
- Berating or abusing players or coaches (from your own team or other teams)
- Berating or abusing other parents/guardians and/or spectators.
- Displaying conduct/bad language which is inappropriate in a sporting environment.
- Inappropriate physical contact (including pushing, punching, hitting, slapping, kicking, biting, spitting and more)

Any participant/parent/guardian or spectator who feels the need to display inappropriate behavior will be asked to leave the complex immediately. No warning need be given. Failure to leave when asked may result in an authorized representative of NZMMNA taking appropriate action to ensure the safety of other participants/parents/guardians or spectators.

Any participant/parent/guardian or spectator who has been asked to leave may be requested to attend a hearing and/or potentially banned from future games. Repeated inappropriate behavior by a participant /parent/guardian or spectator may impact the playing future of the participant.

Inappropriate behavior

- NZMMNA takes the well-being of our members seriously.
- NZMMNA will not tolerate harassment, discrimination, or ill-treatment of any nature for those involved in our activities or whilst onsite at the Centre.
- NZMMNA personnel (staff/volunteers/contractors) will report behavior or concern about a member's safety to the appropriate authority.