



Rules and Regulations of Super 12 Club Competition 2011

1. A registration log of all teams and players involved in the Super 12 Club Competition to be kept at the Regional Office of the participating Regions. All players to sign the registration form. Name to be printed, signature along side.
2. A Team may register up to 15 players. However for semi-finals and finals a player must have played at least 3 games prior to finals day.
3. Registration Forms submitted are deemed as player registrations for that **Club** in that **Region** for the upcoming season. [Regions will be working together and closely with Netball Centres to ensure that this ruling is upheld].
4. Affiliation fees will be paid to the Centre as per normal and must be paid in full by each Centres registration dates.
5. Teams must fax or email the host Region the day before the game the 12 players who will play in the following day's game.
6. Each club may not enter more than one team per Region. Secondary School teams are ineligible and are not permitted to enter the Competition.
7. Players contracted to the ANZ Championships may not play in the Super 12 Club Competition.
8. Each team must have their uniforms registered.
9. Team Sheets must be completed and handed to Bench Officials 20 minutes before the start of play.
10. Points: 4 points for a win, 2 for a draw, 1 for a loss within 5 goals, 0 for a loss.

In the event of a tie on points at the end of pool play the result of the game between the two teams decides the winner. However;

- a. If the two teams drew the match or if more than two teams have the same number of points at the end of pool play, goal average of the games will decide the placing i.e.; goals for divided by goals against.



- b. If goal average is identical then goal difference will be applied i.e.: the difference between goals for and against.
- c. In the event of a further tie the teams scoring the most goals for will be declared the winner.
- d. In competition games where no draws are permitted i.e. Semis & Finals; the following will apply in the event that the score is level at full-time;
 - e. A two minute interval at the end of full-time. Substitutions and/or team changes can only be made during this interval, except in the case of injury or illness during play when the IFNA rules of the game apply.
 - f. Extra time of two (2) x seven (7) minute halves each way will be played.
 - g. At the beginning of extra time, teams change ends and the game is restarted by the team entitled to the next centre pass.
 - h. Teams change ends at half time between the two periods of extra time without an interval. No substitutions or team changes are allowed.
 - i. In the event of a tie at the end of extra time, play will continue until one team has a two (2) goal advantage.
- 11. An injured player may be replaced on the registration form only if she is unable to play in the rest of the competition. A medical certificate will be required to withdraw the player.
- 12. All games must be played indoors.
- 13. Protests are to be lodged in writing to your Region within 24 hours. A hearing is to be held by the following Wednesday. The judiciary committee will consist of one representative from each of the four participating regions. The protest will be heard by a representative from the two neutral regions and one other neutral person.
The Captain/ coach of each team plus both umpires of that game may be required to attend the hearing (Conference Call).
- 14. Failure to comply with any of the above regulations will result in loss of championship points and possible expulsion from the competition.
- 15. The game of netball for the Super 12 Club Championship will be governed by the rules of the Netball New Zealand Inc. International Rulebook.

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