



THUNDER CUP FUNDRAISER NETBALL TOURNAMENT WEST COAST MEN'S & MIXED NETBALL ASSOCIATION

1. GENERAL INFORMATION – UMPIRES, REGISTRATION AND FEES

The WCMMA boys, mixed and men's fundraiser will be an annual event aimed at raising funds to reduce participation costs for athletes and staff part of the West Coast Thunder state program. The competition will be a round robin format, including finals, where all teams will play off for a final position (depending on the number of teams in the competition). Grand finals will be held on the same day/weekend as determined by the committee based on training and athlete calendar.

Registration to this competition will cost \$300 and entries are taken on a first come, first served basis. If the maximum number of teams is reached, your team will be placed on a reserve list and may be contacted if a team pulls out of the competition. WCMMA will source and provide umpires for the tournament and the fees for this will be included in the registration cost.

A team captain must be named for each team and contact details given at the time of team nomination. The captain will be the point of contact for the team. Mixed teams must ensure that the correct balance and positioning of male players is maintained throughout the game - a maximum of 3 males on court at any time, with maximum of 1 male player per third. A minimum number of 1 male player is required on court at all times.

Teams can have no more than a maximum of 12 players listed in their team registrations. No teams may have more than a total of three players from any West Coast Men's and Mixed Squad, West Coast Fever, Western Sting, or Netball WA State teams (previous three years) on the court at any one time.

2. REGISTRATION

To register a team please complete the team nomination form found at <https://www.playhq.com/netball-australia/register/f81df7>. This form will collect information pertaining to team name, captain, vice-captain and player details. It is important that all details are filled in correctly including all contact information.

Individuals can register their interest to either fill in or join a team by contacting the Association at **admin@wcmma.com.au** and we will endeavor to place you into a team.

Players in the Open Division must be a minimum of 16 years old as of 31 December 2021. Players in the Junior Competitions must be at least 12 years old as of 31 December 2021, must be no older than 15 years as of 31 December 2021, and/or no older than 18 years as of 31 December 2021 and also must have a parent/guardian sign a consent form (provided to the team captain upon nomination of players aged between 12 – 17 years old).

3. NOMINATION FEES

Registration to this competition will cost \$300 and entries are taken on a first come, first served basis. If the maximum number of teams is reached, your team will be placed on a

reserve list and may be contacted if a team pulls out of the competition. WCMMA will source and provide umpires for the tournament and the fees for this will be included in the registration cost.

4. SCORESHEETS

Scoresheets are to be collected by the umpires and distributed to teams before the start of each game. Full names of registered players may be printed on each scoresheet. If they are not, full names of participating players must be completed prior to games commencing. Please note that the score sheet is the official scoring document – no other form of scoring will be deemed official. Captains must sign the scoresheet at the end of a game to confirm the details are correct.

5. BEST PLAYER VOTES

The umpires will vote in a 3, 2, 1 capacity for the best player in each round-game. Names will be collated across the day and the player with the most votes will receive the title of Most Valuable Player in each division.

6. GAME FORMAT

Game duration is 30 minutes, made up of 2 x 15 min halves. Please note the following timing rules:

- 3 x minute break at half time;
- The game clock does not stop during any quarter; and
- 10 minutes between each game.

All players should be at their court no later than 5 minutes prior to the scheduled game time. Note that the game clock will start regardless of whether a team is present or not. A penalty of 1 goal for every 1 minute late will apply to the offending team. If a team has not taken the court in the first half, the game will be forfeited.

7. UNIFORM & JEWELLERY

All players in a team must compete in the same coloured sports dresses or shirts. Shirts may be of any colour or style, provided ALL team mates wear the exact same primary colour.

All players must also wear matching netball bibs. These may be of the same or contrasting colour to the main shirt worn by all players. It is the umpires' discretion whether or not bibs of opposing sides match or are too similar to take the court. If they are deemed matching or too similar, a spare set of bibs will be given by WCMMA to wear for the game duration.

As per International Netball Rules, no jewelry is permitted (with the exception of a taped wedding band). Fingernails must be shorter than the fingertip. Netball gloves may be worn if deemed suitable by the umpire.

8. COMPETITION POINTS

Premiership points are allocated as follows:

- Win = 4 points
- Draw = 2 point
- Loss = 1 points
- Win on forfeit = 4 points (score 20-0)



- Loss on forfeit = 0 points (score 0-20)
- Win on Disqualification = 4 points

9. FINALS – ORDER OF PLACING

The allocation of finals is determined by:

1. Total points
2. Goal Percentage
3. Number of Wins
4. Number of Goals Scored
5. Number of Goals Scored Against

10. QUALIFYING FOR FINALS

Individual players must play a minimum of 3 games during the day to qualify for finals. It is the captain's responsibility to ensure their name is recorded on the score sheet and marked off each game played. Playing an ineligible player will result in the game being forfeited to the opposing team.

If only the minimum number of players have qualified and are available to play in a particular grade, then that team must play with those players only. If less than the minimum number of players have qualified and are available, then a ruling will be made by the Competition Management.

11. FINALS

In the case of a draw at the end of normal playing time, 3 minutes each way will be played. If the game is still a draw, play will continue until a team leads by 2 goals.

12. DISPUTES WITH UMPIRES

Umpires will be happy to assist in any interpretation of a decision, if asked in a calm and respectful manner by the team captain during break or at the end of the game. Please be mindful that the umpire may have another game to umpire and any other questions can be directed towards management or the competition coordinator.

Dissatisfaction with any Umpire must be made to the competition coordinator by the team's captain, as soon as possible. It is important to remember that without umpires, there would be no competition.

13. DISCIPLINING BY AN UMPIRE

Cautions and Warnings – an umpire warning indicates they are dissatisfied with conduct on or off the court, be it verbal or physical abuse of a player, umpire or spectator, or rough or malicious actions.

Send Offs – indicates an umpire has allowed enough time to adjust the offender's actions (after a caution/warning) and/or attitudes and therefore deems it necessary to remove the offender from the court for a specified time. A player or spectator who is sent off the court must leave the playing area immediately. Players, who are sent off, forfeit any best player votes they may have received during the competition and may be ineligible for future games as deemed appropriate by the tournament committee.