

# TUGGERANONG NETBALL ASSOCIATION 2024 FINALS INFORMATION



THIS PACK CONTAINS INFORMATION YOU WILL NEED TO KNOW IN PREPARATION FOR THE  
TNA 2024 FINALS SERIES AND END OF YEAR PRESENTATION.



**PLEASE READ THIS INFORMATION CAREFULLY AND SHARE/SEND TO YOUR NETBALL CLUB MEMBERS.**

## END OF YEAR PRESENTATION INFORMATION 1-3PM ON THE 21<sup>ST</sup> SEPTEMBER 2024.

- The 2024 TNA Winter Competition end of year presentation will be held on the 21<sup>st</sup> of September 2024.
- All winners and runners up for the 2024 competition, will be announced and awarded their medals.
- Years 2 and 3 will receive their participation medal.
- Best in grand final and MVP's will also be awarded.

The TNA Executive Committee have organised a carnival style day filled with lots of family fun, so grab a picnic rug and a spot of the grassed courts and come on down and enjoy in the family fun day.

- Face painting – By Goldmoon Creates
- Blue and Green fairy floss
- Carnival popcorn
- Jumping castle

## FINALS TIMESLOTS

**All JNRS 2-6 years will play their final games on the 7<sup>th</sup> of September 2024.**

### Semi Finals: Saturday 7 September

<b>Intermediates</b>	Division 1	12:00pm
	Division 2	1:10pm
	Division 3	12:00pm
	Division 4	1:10pm
	Division 5	1:10pm
<b>Seniors</b>	Division 1	2:20/3:30
	Division 2	2:20pm
	Division 3	3:30pm

### Preliminary Finals: Saturday 14 September

<b>Intermediates</b>	Division 1	12:00pm
	Division 2	1:10pm
	Division 3	12:00pm
	Division 4	1:10pm
	Division 5	1:10pm
<b>Seniors</b>	Division 1	2:20/3:30
	Division 2	2:20pm
	Division 3	3:30pm

### Grand Finals: Saturday 21st September 2024

<b>Intermediates</b>	Division 1	9:00 am	<b>Seniors</b>	Division 1	12:00am
	Division 2	10:00 am		Division 2	11:00pm
	Division 3	9:00 am		Division 3	11:00am
	Division 4	10:00 am			
	Division 5	10:00 am			

## DUTY ROSTER FOR FINALS

Date	8.00am - 11.30			11:30 - 2.30pm			2:30 - Close	
	Convenor (1p)	Canteen (2 ppl)	BBQ (2 ppl)	Convenor (1p)	Canteen (2 ppl)	BBQ (2 ppl)	Convenor (1p)	Canteen (2ppl)
SATURDAY 14 SEPT	NO JNR GAMES			TVFNC	TVFNC	Rebels	Hurricanes	Hurricanes
SATURDAY 21 SEPT	Maddie's	Maddie's	TVNFC	Rebels	Rebels	Rebels	No Games	

## TNA AFFILIATED CLUBS – FINALS RESPONSIBILITIES FOR CLUBS.

### CLUB RESPONSIBILITIES AND GENERAL FINALS INFORMATION

- Players must arrive 30 minutes prior to the match time to sign the scoreboard—convenors will call teams.
- All grades will play 12-minute quarters.
- Injury time will be played in all grades—See Rules of Play.
- All games will be individually timed.
- Each team is required to supply one timer and one scorer to officiate their game. It is each club's responsibility to ensure that information on the roles and responsibilities of each of these officials is shared with each team. In addition, both the scorer and the timer are required to attend a short briefing session with the VP of Competition at the pavilion prior to the start of each game.
- TNA will provide independent umpires for all finals.

### CODE OF CONDUCT AND SIDELINE BEHAVIOR – CLUB RESPONSIBILITIES

- The TNA Executive Committee have ZERO tolerance to breaches of the [Sporting Behaviors and Discipline Policy and the TNA Code of Conduct](#).
- Having a zero tolerance allows the TNA Executive to proactively prevent and manage people's behavior that is illegal, inappropriate or against TNAs code of Conduct. This includes sideline and supporter behavior. Please ensure that your club attendees are aware of this policy.
- TNA will allocate Umpires for all games. Clubs are responsible to advise players, supports and officials that abuse towards the umpires will not be tolerated.

### ELIGIBILITY TO PLAY – CLUB RESPONSIBILITY

Players must be registered with the team and have played a minimum of three (3) games during the season. If a club player is playing up, they must have played three games with the club during the season. [By-Law 15](#) may also be applied to confirm eligibility:

**15.7** Teams that are single “club” teams in a competition that have suffered injury or illness to an extent that they cannot field a full team for finals may approach other clubs or single teams to borrow players for finals if they do not have enough regular players available. For the intent of this rule, a full team will consist of at least seven players and up to two reserves.

**15.8** For a player to be eligible for consideration under rule 15.7 they must meet the following criteria:

- a. Must be a current financial TNA registered player,
- b. Must have played at least 3 games with their club in the current Saturday competition,
- c. Must come from a lower division or grade and be playing up for the requesting team.
- d. At the start of play, must comply with 15.6
- e. Requests to play players under this rule must be forwarded to the TNA VP Competition for approval at least 2 days prior to commencement of a final.

**Note:** Single teams will not be able to approach players outside the Saturday competition, e.g. a player registered with TNA who plays State League only or a player from another Association, for a player to be



eligible for consideration they must meet any set criteria already in the Rules and By-laws. It is recommended that single clubs read the rules and By-laws to understand player eligibility in finals.

## IN THE EVENT OF RAIN THAT MAKE CONDITIONS UNSAFE TO PLAY

- Games can only be called off by VP of Competition.
- All games are washed out games will be played on the following Monday. If a game is washed out after half time, the score at half time will stand as the result.
- If a game is washed out before half time that game will be replayed on the following Monday evening. If scores are even at half time the game will need to be replayed on Monday evening.

## DRAWS AT FULL TIME FOR SEMIFINALS, PRELIMINARY FINALS AND FINALS

- In the case of a draw a further 5 minutes, each way will be played immediately following the full-time whistle.
- There will be no break between the five minutes each extra time.
- If the score remains level, then play will continue until one team has a clear two-goal lead.

## ROLES AND RESPONSIBILITIES IN TNA FINALS

### COACHES

Coaches must coach from their designated area which is the TEAM BENCH.

### UMPIRES

- TNA will allocate Umpires for all games. Clubs are responsible to advise players, supports and officials that abuse towards the umpires will not be tolerated.
- TNA Executive Committee have a ZERO tolerance to breaches of the [Sporting Behavior and Discipline Policy](#) and the TNA code of Conduct. **Disputes** are to be dealt with by the VP of Competition and the TNA Integrity officer immediately after the game.

### TIMER 1 RESPONSIBILITIES - Send this information to your allocated scorers.

- The timing of each quarter.
- Each quarter will be of 12 minutes duration.
- The central hooter will sound to signify time for the games to start. Timer 1 will start timing the game on the umpire's whistle.
- If an injury stoppage occurs, the umpire will signal "time" and blow the whistle. At this point, the stopwatch is paused. To restart the game the umpire will again signal time and blow the whistle, at which the timing will recommence.
- When there is only 10 seconds remaining in the quarter, the timer will leave their seat and follow the umpire along the court and let them know that time is up as soon as the time runs out. Timer 1 **MUST** indicate to the umpire that there is only 10 seconds remaining.
- For each quarter after that, there will be no hooter. Time for each quarter will begin on the umpire's whistle.



## **TIMER 2 RESPONSIBILITIES** - Send this information to your allocated scorers.

- Injury and stoppages – read the section below for more information.
- Breaks between quarters – read the section below for more information

---

### **INJURY AND STOPPAGES**

#### **Blood Policy**

An umpire is required to call time when no “on court” player has called time, and the umpire observes that a player is bleeding or there is blood on the court, ball or any other player. Play may be stopped for up to 30 seconds and the rules regarding stoppages shall apply. Before any player can retake the court:

- the flow of blood must be stopped,
- any wound must be cleaned and adequately covered,
- any blood-stained clothing must be cleaned or removed, and
- If necessary, the ball and court must be cleaned before play restarts.

In the event of an injury, the timer must stop the stopwatch as soon as the umpire signals “time’ and blows the whistle. The player who called time must leave the court within 30 seconds or as soon as practical. Timers are to advise the umpire when 30 seconds is up on the stopwatch and must resume play.

Clear the stopwatch ready for the next stoppage.

---

### **BREAKS BETWEEN QUARTERS**

As soon as the umpire calls “time” to signal the end of the quarter, start the stopwatch.

Breaks between quarters are as follows:

First Quarter Break	2 Minutes
Half Time Break	3 Minutes
Third Quarter Break	2 Minutes

At 30 seconds and 10 seconds inform the umpire and then at the end of the appropriate time limit (2 minutes or 3 minutes), inform the umpire that time is up so that the next quarter will commence.

Clear stopwatch ready for next stoppage.

---

### **INJURY TIME**

Injury time will be played in Finals. Each game will be individually timed to enable them to keep record of injury time (the hooter will sound to commence the game).

If an injury occurs, injury time is added to the quarter in which the injury occurred. A maximum of 30 seconds per injury is permitted and player who calls time must leave the court as soon as possible.



## **SCORERS RESPONSIBILITIES** – Send this information to your allocated scorers.

Please read this information carefully to ensure you know your role as a scorer. If you are unclear on any aspect of this information, please see your convener prior to the start of play. Scorers, please ensure that players are recorded in the position that they play each quarter as provided on the score sheet.

- Each team is to provide a scorer.
- Scorers are to be seated together at the bench provided.

---

### **SCORERS ARE RESPONSIBLE FOR RECORDING ALL:**

- Goals scored are recorded as “/”
- Goals missed are recorded as “.”

---

### **SCORERS ARE RESPONSIBLE FOR ENSURING:**

- Ensuring that the goals marked, and goals crossed off tally at the end of each quarter.
- Ensuring that both the umpires and opposing captains sign the scoreboard at the end of the game.
- The umpire may appeal to the scorer for confirmation of the Centre passes. Scorers should **not** advise the umpire unless asked to do so by the umpire.

---

Any questions regarding finals information please send to the following areas of responsibility:

- VP of Competition Simone McCloskey on [VP.Competition@tuggeranongnetball.com.au](mailto:VP.Competition@tuggeranongnetball.com.au)
- Umpires Coordinator Sara Murphy on [UmpiresCoordinator@tuggeranongnetball.com.au](mailto:UmpiresCoordinator@tuggeranongnetball.com.au)
- VP of Administration Tenille Collins on [VP.Administration@tuggeranongnetball.com.au](mailto:VP.Administration@tuggeranongnetball.com.au)
- General Enquiries Jenni Stevens on [Office@tuggeranongnetball.com.au](mailto:Office@tuggeranongnetball.com.au)