



# NETBALL

## TEAM MANAGERS HANDBOOK

For all matters not referred to in this document please refer to:

Sport Handbook – <https://arafuragames.nt.gov.au/sports/sports-handbook/>

Netball Sport Page – <https://arafuragames.nt.gov.au/sport/netball>

Produced By: Netball NT  
Current: 24/4/2019  
Version 5.0

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# **1 THE COMPETITION**

## **1.1 Team Uniform**

During competition each athlete is expected to compete in their official Team uniform.

Participating Teams are responsible for the provision of all athlete and team official uniforms.

Teams must ensure that spare athlete uniforms are provided in order to meet the requirements of any applicable Blood Policy should the policy need to be implemented.

## **1.2 Team Equipment**

### **1.2.1 Balls**

If required Netball NT will supply each team with netballs for training purposes.

Netball NT will also supply match balls.

### **1.2.2 Drink Facilities**

Arafura Games will provide access to bottled water for all competing teams, match officials and volunteers.

### **1.2.3 Pre Competition Training Requests**

All Teams will be allocated, if possible, access to the Stadium facilities for training purposes in the days leading into the competition.

Whilst every effort will be made to meet requests the Territory Netball Stadium is being utilised for the Volleyball competition in the days prior to the Netball competition.

# **2 CONTACTS**

## **2.1 Arafura Games and Netball NT**

**Netball Sports Co-ordinator**

Ian Harkness

Mobile: 0499 779487

Email: [manager@netballnt.org.au](mailto:manager@netballnt.org.au)

**Netball Technical Director**

Ruth Kirk  
Mobile: 0408 030597  
Email: ruthkirk@bigpond.com

**Netball Umpire Supervisor**

Jessica Wakefield  
Mobile: 0488 331755  
Email: Jessica.wakefield@outlook.com

**Netball Bench Manager**

Nerida Bartlett  
Mobile: 0417 020088  
Email: nerida.bartlett@hotmail.com

**Arafura Games 24 Hotline**

Mobile: 0448 503 215  
Email: AGGamesServices@nt.gov.au

## 2.2 Team Officials

Team Contact	Team Contact

## 2.3 Emergency Contacts

<p><b>Police:</b> 000 <b>Ambulance:</b> 000 <b>Fire:</b> 000</p>	<p><b>For all Venue related medical matters Arafura Games medical staff will be in attendance</b></p>
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### **3 COMPETITION DETAILS**

#### **3.1 Rules and Regulations**

The Arafura Games Competition will be conducted in accordance with the INF Rules of Netball and INF Regulations unless otherwise stated.

#### **3.2 Competition Format**

The Arafura Games Competition shall be played in a two (2) pool Round Robin format.

Each team will play every other team in their pool followed by semi-finals and classification matches to determine places one to nine

Game format will be four (4) x fifteen (15) minute quarters

Quarter time (3 minute), half time (10 minutes) and three-quarter time (3 minute) breaks as per rule book.

#### **3.3 Semi Final and Classification Rounds**

For the semi-final and classification rounds all teams shall be placed in an order of merit based on the number of points scored in the preliminary rounds.

Due to their being one (1) five team pool (Pool A) and one (1) four team pool (Pool B) the following will apply.

After the Pool B preliminary rounds the following matches will be played - 1 v 4 and 2 v 3

The winners of these matches will move to the Semi Finals and the Losers will move to the Classification matches

Semi-finals and Finals shall be played as follows:

Semi-finals: Pool A1 v Pool B Playoff 2 Winner and Pool A2 v Pool B Playoff 1 Winner

Finals: Winners of both Semi Finals play for 1<sup>st</sup> & 2<sup>nd</sup>  
Losers of both Semi Finals play for 3<sup>rd</sup> & 4<sup>th</sup>

The teams ranked third and fourth at the completion of the preliminary rounds, will compete in the classification rounds to determine placing 5 – 8 in the Championships as follows:

Classifications: Third in Pool A v Loser of Pool B Playoff 1 5th and 6th  
Fourth in Pool A v Loser of Pool B Playoff 2 7th and 8th

#### **3.4 Match Points**

The official score sheet is the only true record of a match.

Points during the preliminary rounds will be awarded as follows:

**Win** = 2 points  
**Draw** = 1 point  
**Loss** = 0 points

Classification rounds, semi-final and grand final round matches will be played to a result. A draw will be accepted during preliminary round matches.

### **3.5 Ranking**

At the conclusion of the preliminary rounds, teams will be ranked according to:

Points awarded for a win, loss or draw as outlined above.

In the event of teams tying on points at the end of the preliminary rounds, the placing shall be determined by the results between the two teams concerned during the preliminary rounds.

If still even, placings within the pool shall be determined by the overall goal percentage in all games played.

I.e. Goals For x 100  
Goals Against

In the event of a further tie, the team scoring the most goals will be declared winner.

If three or more teams are on the same points at the conclusion of the preliminary rounds the placing shall be determined by the goals difference of the matches played between the tied teams in the preliminary round.

### **3.6 Drawn Matches**

In the event of a tie in classification, semi-final and grand final matches, there will be a two minute interval at the end of full-time (end of fourth quarter).

The following shall apply for extra time:

1. Substitutes and team changes may be made during the two minute interval.
2. Teams change ends and the game is restarted by the team entitled to the next centre pass.
3. Extra time of 2 x 5 minute halves will be played with a one (1) minute interval between the two halves.
  1. Teams change ends at the end of the first 5 minute half. Substitutions and/or positional changes may be made during the one (1) minute interval.
  4. The game is then restarted by the team entitled to the next centre pass.
  5. In the event that there is still a tie at the end of extra time, a visual signal shall be used to indicate that play shall continue until one team has a two (2) goal advantage.

### **3.7 Championship Disqualification**

An extreme breach of the IFNA rules and regulations regulating the Arafura Games competition may lead to the disqualification of an athlete and/or team.

### **3.8 Athlete Disqualification**

If an athlete is disqualified she will be identified as disqualified on all Timing, Scoring and Results outputs. Their statistics will be removed from the individual statistics.

If an athlete is disqualified due to a positive drug test, in accordance with ASADA policy and regulations, her scoring and match play statistics will be removed from the individual statistics.

### **3.9 Team Disqualification/Failure to Play Policy**

#### **3.9.1 Team withdrawal or disqualification (including doping) during preliminary round and classification matches**

A team either disqualified, or refusing to play, or refusing to complete a match shall be deemed to have withdrawn from the Arafura Games competition.

If a team so withdraws from the Arafura Games competition, any matches it has played until then, as well as all the remaining matches to be played, will be recorded as a competition bye. The team shall be ranked last in the competition. The competition points will be corrected accordingly.

All of the results and statistics of matches involving the withdrawn or disqualified team must be rolled back. The competition schedule will be updated to reflect withdrawal or disqualification.

#### **3.9.2 Team withdrawal, failure to play or disqualification (including doping) during finals and grand final matches**

A team either disqualified or refusing to play or to complete a match shall be deemed to have withdrawn from the Arafura Games competition and to have lost the match in question.

The team will be ranked last in the competition and will not receive, or will not be permitted to keep any trophies to which it was entitled or which it had already received.

All teams ranked below the team at the time of the withdrawal will be advanced by one place in the final ranking. Where appropriate after such revision of the ranking, the next highest ranked team(s) at the time of the withdrawal will be awarded any trophies' as appropriate.

No goals will be awarded to any athlete in any matches that the team has played in until then.

Only the results and statistics of the last game must be rolled back.

#### **3.9.3 Team playing an ineligible athlete:**

- A team that elects to play an athlete that is not listed on the official entry form therefore deemed ineligible, the result will be declared a forfeit for the match in which they have taken part and the results and statistics of the particular match will be 10 goals to 0 in favour of the team not in breach.

### 3.10 Competition Schedule – Current as at 24/4/19.

Updated versions will be available on the Arafura Games Website – Netball Sport Page.

<https://arafuragames.nt.gov.au/sport/netball/>

Date		Time	Team		Team	Court #
<b>Wed 1<sup>st</sup> May</b>		9:00am	Fiji	v	SAASTA Red	One
		9:00am	Brunei Darussalam	v	Pints NT	Two
		10:30am	Singapore	v	Palmerston NT	One
		10:30am	1 <sup>st</sup> Brigade	v	SAASTA Black	Two
		6:00pm	Brunei Darussalam	v	1 <sup>st</sup> Brigade	One
		6:00pm	Fiji	v	Singapore	Two
		7:30pm	Pints NT	v	SAASTA Black	One
		7:30pm	SAASTA Red	v	Aust Defence Force	
<b>Thur 2<sup>nd</sup> May</b>		9:00am	Brunei Darussalam	v	SAASTA Black	One
		9:00am	Singapore	v	SAASTA Red	Two
		10:30am	1 <sup>st</sup> Brigade	v	Pints NT	One
		10:30am	Aust Defence Force	v	Palmerston NT	Two
		6:00pm	Aust Defence Force	v	Fiji	One
	Playoff 1	6:00pm	Pool B 1	v	Pool B 4	Two
		7:30pm	Palmerston NT	v	SAASTA Red	One
	Playoff 2	7:30pm	Pool B 2	v	Pool B 3	Two
<b>Frid 3<sup>rd</sup> May</b>		9:00am	Palmerston NT	v	Fiji	One
		9:00am	Aust Defence Force	v	Singapore	Two
	Semi Final 1	6:00pm	Pool A 1	v	Winner Playoff 2	One
	7/8 Playoff	6:00pm	Pool A 4	v	Loser Playoff 2	Two
	Semi Final 2	7:30pm	Pool A 2	v	Winner Playoff 1	One
	5/6 Playoff	7:30pm	Pool A 3	v	Loser Playoff 1	Two
<b>Sat 4<sup>th</sup> May</b>	Bronze Playoff	10:30am	Loser Semi Final 1	v	Loser Semi Final 2	One
		12:00pm	Winner Semi Final 1		Winner Semi Final 2	One

## 4 TEAMS

### 4.1 Official Party

The official party of each team competing at the Arafura Games shall not exceed seventeen members including twelve athletes.

Each team may have the following Team Officials:

- Coach
- Manager
- Three (3) other personnel, at least one (1) of whom must be a Primary Care Person who is qualified to diagnose and treat injury and/or illness (for example Doctor or Physiotherapist)

The Team Officials and up to five (5) athletes, not on court, shall constitute the team bench.

A team must field a maximum of ten (10) athletes for each match.

A team, in any one (1) match can only play the ten (10) team members identified on the team list provided before the commencement of the match.

### 4.2 Non Official Team Members

Teams participating in the Arafura Games may elect to bring additional non official team members (Extra Team Officials) who will require accreditation to access the competition venue.

Non official team member positions may include the following:

- Masseur
- High Performance Manager
- Match Video Technicians
- Team Statisticians
- Strength and Conditioning Coach
- Mentor Coach

Non Official Team Members will be permitted on the BOH warm-up courts with their team but are **not** permitted on the Field of Play at any time. When teams are marshalled for introduction on to court for their match, all Non Official Team Members must immediately proceed to and remain in public seating/secondary team bench and shall take no further part in the game.

## **5 COMPETITION MANAGEMENT STRUCTURE**

### **5.1 Organisational Structure**

The event management team for the Arafura Games is as follows:

**Sports Co-ordinator**

**Technical Director**

**Venue Manager**

### **5.2 COMPETITIONP TECHNICAL DIRECTOR**

#### **5.2.1 Appointment of Competition Technical Director**

Ruth Kirk has been appointed to the role of Arafura Games Technical Director.

The Arafura Games Technical Director is required to have a comprehensive knowledge of the IFNA Rules and Regulations, regulating the Arafura Games competition and a thorough understanding of their application to the competition.

The Arafura Games Technical Director will be available to preside over all technical decisions and issues relating to the IFNA Rules and Regulations, and the Rules that are relative to the conduct of the competition.

The Arafura Games Technical Director will be in attendance at the competition venue throughout the competition and shall be the reference point for any problems that may arise in respect to the competition.

#### **Responsibilities include, but are not limited to:**

- Attendance at the competition at all times.
- Ensure that the competition is conducted in accordance with the technical rules, regulations and codes of conduct of IFNA and any other Rules.
- Prior to the commencement of the competition, the Technical Director will provide final sign off on the following aspects of the competition:
  - All elements of the Field of Play, including layout and physical attributes
  - Courtside signage and floor decal placement and other relevant Championship Look elements of the FOP in accordance with IFNA Rules and Regulations.
  - Timing, Scoring and Results locations
  - Athlete and Technical Official back of house preparation areas, including change room facilities and warm up areas.
- Assist with the conduct of the pre competition Team Managers briefing meeting.
- Attend the following pre competition meetings as an observer:

- Umpire Coaching and Allocations Panel meeting
- Technical Officials Umpire meeting
- Determine the necessary action to be taken if circumstances arise which are not provided for in the IFNA Rules and Regulations and the Arafura Games competition Rules that are relative to the conduct of the competition.
- Management of Technical Officials (Umpires, Bench Referee, Scorers and Timekeepers). The Technical Director has the authority to appoint or remove and replace incompetent officials. In the case of umpires the nominee will only consider such decision on an approach from the Technical Director. The removal of any official should be considered thoroughly, in fairness to all concerned, before making a decision. There is no appeal against the Technical Director's decision.
- Conduct briefings as required during the Competition with Event Management, Umpire Coaching and Allocations Panel, and Score Bench Appointment Coordinator.
- In consultation with Event Management, manage the match delay or postponement procedures should they need to be implemented during the Arafura Games Competition.
- Assign courts, start matches and excuse a team from playing for a definite period.
- Determine the necessary action and process to be taken in the event a team which has not been excused and is not ready to play when called upon to do so.
- Declare a forfeit by a team should it breach the rules and regulations and award competition points to the other team irrespective of the result of the match.
- The Arafura Games Technical Director will not make decisions on the playing rules applied by the Umpires.

## **6 TECHNICAL OFFICIALS**

### **6.1 Umpires**

The following umpires have been appointed to the Arafura Games Competition:

Jessica Wakefield – Umpires Supervisor  
 Kelly Findlay  
 Emma Forsyth  
 Nicola Hale  
 Sue Holden  
 Stacey McDonald  
 Mark Munnich  
 Lydia Pearce  
 Brooke Quilter  
 Melanie Ralph  
 Jake Shepherd  
 Nicola Stevens  
 Deb Tapper  
 Stewart Ting

## **6.2 Timing and Scoring Panel**

The appointment of the Timing and Scoring Panel is the responsibility of Netball NT.

The Timing and Scoring Panel for each scheduled match will, where possible, be made up of two (2) Scorers, two (2) Timers and one (1) Bench Manager.

The Timing and Scoring Panel will operate in accordance with the timing and scoring operational procedures outlined in the Netball Australia National Score Bench Handbook.

The following Timing & Scoring Panel have been appointed to the Arafura Games competition:

Nerida Bartlett – Bench Manager

Liane Bell

Cheryl Cook

Carol Dollar

Michelle Rick

Lara Hughson

Amelia Keating

Julie Kellam

Gemma McIntyre

Charmian McKeon

Charli Moss-Morgan

Erin Murphy

Shakiah Norris

Margot Paterson

Tara Priore-Smith

Linda Stanwyx

Tali Stoddart

Katrina Taylor



## **7 COMPETITION OPERATIONAL PROCEDURES**

### **7.1 Communication**

Participating Team Managers shall provide a mobile phone contact number that will be operational during the Competition. This number will be used by Event Management to relay important or urgent information. This number should be provided at the pre Competition Team Managers meeting.

### **7.2 Competition Meetings**

Prior to the commencement of the Arafura Games competition the Sports Co-ordinator will, under the direction of the Competition Technical Director, convene the Team Managers meeting. Attendance at the meeting shall comprise:

Participating Team Managers  
Sports Co-ordinator  
Technical Director  
Umpires Supervisor  
Bench Manager

**The Team Managers Meeting will be held at Territory Netball Stadium, 235 Abala Road, Marrara NT 0812, on Monday 30<sup>th</sup> April from 5pm-6pm**

### **7.3 Daily Running Sheet**

Netball NT is responsible for preparing the Daily Running Sheet for each day of the Competition.

### **7.4 Competition Forms**

The following forms will be used during the course of the Competition.

- Match Score Sheets
- Match Statistics Sheets
- Team Starting List Form
- Team Substitution Form
- Incident Report Pro-forma

### **7.5 Team Arrival at Venue**

Teams scheduled to play in the first match each day can arrive at the competition venue no earlier than ninety (90) minutes prior to the commencement of their scheduled match

Team Managers will submit the Team List, outlining the starting seven (7), substitutes and names of five (5) team officials to the Scorers Bench thirty (30) minutes prior to the start of the match. Teams will exchange Team Lists at this point.

**Free car parking is available at the Sitzler Netball Centre**

## **7.6 Change Room Allocation**

Change rooms access will be limited during the tournament.

All athletes are asked to take bags and belongings with them to the court, ensuring that change rooms are left as found for the following match. Rubbish bins will be provided and must be used.

Due to the limited change room availability at the venue teams will not have access to the change rooms post-match.

A Change room roster will be available for all teams at the team managers meeting

## **7.7 Pre Match Procedure**

Warm up courts will be made available to teams approximately 40 minutes prior to their scheduled match, for initial warm up.

Teams have the option of utilizing outdoor warmup courts located out the back of the venue prior to all allocated timeframes.

Team introductions will be taking place for each match.

Team Liaison Assistants will be responsible for marshalling teams for introduction on to the court.

Should operational procedures allow, the following may be implemented for the introduction of teams prior to Home and Away matches.

Teams will be led on to the court by their captain and will walk to the transverse line. Teams will then shake hands in the centre of the court. Captains move towards score bench to take part in coin toss. Teams then return to team bench to commence warm up.

## **7.8 Team Benches**

When standing on the same side of the court as the team benches, facing the court the first named team shall be allocated the team bench on the right. Positioning of team benches and score benches may also be determined by the venue configuration.

# **8 TIMING and SCORING**

## **8.1 Team Lists**

The competing teams will supply a Team List to the Score Bench, on arrival at the venue. The Bench Manager must be in possession of the Team List thirty (30) minutes prior to match start time.

The list must show the starting seven (7) and their positions, up to five (5) reserves and the name of the "on court" captain. Only those individuals listed on the Official Team entry Form are eligible to be entered on the Team List.

The starting seven (7) on the Team List cannot be change once the Team List has been submitted 30 minutes prior to match commencement. In the instance that a player is injured or becomes unwell after this time, they may be replaced in the starting seven (7) if the injury/illness is verified by a Medical Practitioner or Physiotherapist.

***Only those players and team officials listed on the team list will be entitled to sit on the team bench.***

## **8.2 Team Changes**

The Team Manager is responsible for notifying the Bench Manager, via the substitution pad of any personnel or positional changes.

# **9 COMPETITION VENUE**

## **9.1 Venue Maps and Plans**

Available via the Sport Handbook on the Arafura Games Website.

<https://arafuragames.nt.gov.au/sports/sports-handbook/>

### **1.1 Video Platforms**

There is a Video platform located at the end of the Show Court in Bay 9.

## TRAINING VENUES

### 9.2 Training Schedule - Current as at 24/4/19.

Please see below netball training schedule for Tuesday 30 April, if you would like an additional time slot or to change your time please let organisers know. Outdoor courts are also available for the days prior:

8:00am - 10:00am	PNA	Court 1
10:15am - 12:15pm	Spare	
12:30pm - 2:30pm	Spare	
2:45pm - 4:45pm	Spare	
8:00am - 10:00am	1st Brigade	Court 2
10:15am - 12:15pm	Brunei	
12:30pm - 2:30pm	Spare	
2:45pm - 4:45pm	Darwin Pints	
8:00am - 10:00am	SA	Court 3
10:15am - 12:15pm	Spare	
12:30pm - 2:30pm	Fiji	
2:45pm - 4:45pm	Spare	
8:00am - 10:00am	SA	Court 4

Teams will be required to stick to the allocated timing of their session. If late, your training time will not be extended.

### 9.3 Media Access

Photographers and journalists will have access to all scheduled training sessions unless otherwise advised by the Team Manager.

Print photographers will be provided with access to the first 30 minutes of a team's training session. Journalists will not be permitted to conduct interviews with team members or team officials unless approved by the Team Manager.

## **10 SPORT EQUIPMENT AND CONSUMABLES**

### **10.1 Training Balls**

Netball NT will supply Training balls for those teams that require them.

### **10.2 Water and Isotonic Sports Drinks**

The Arafura Games will provide an esky, consisting of water, within the Territory Netball Stadium for team consumption throughout the competition.

## **11 MATCH DELAY OR POSTPONEMENT**

### **11.1 Procedures for Match Delay or Postponement**

All matches must be completed up to the agreed full time (IFNA Rule 2.1).

Only the officiating umpires may stop play during a match (temporarily or definitely) because of poor court conditions, equipment damage or failure, a seriously injured athlete, or any other reason deemed necessary by the match umpires.

The Competition Technical Director in consultation with the Sports Co-ordinator will determine if the match may proceed or if the match must be delayed or postponed.

In the event that a match is delayed, interrupted or postponed, the match must be resumed as soon as is conveniently possible under the following conditions:

- On resumption the match shall be continued from the spot where the ball was when play was stopped as per IFNA Rule 7.1 (v).
- On resumption, Rule 6, relating to the substitution of athletes shall apply as though there had been no interruption to the match.

The score on resumption of the match being that at the time the interruption took place.

### **11.2 Definitions of Delay and Postponement**

**Delay:** A match is considered delayed if it does not start at the scheduled start time or is interrupted after the scheduled start.

**Postponement:** A match is considered postponed when it cannot be completed within the scheduled session (or an extended session) and is rescheduled to another session on the same day or another day.

### **11.3 Rescheduling Management**

The Competition Technical Director in consultation with the Sports Co-ordinator and based on recommendations from the Arafura Games management will determine when delayed or postponed competition will resume.

The following regulations must be observed when rescheduling matches:

- If circumstance arise which are not provided for in the IFNA Rules and Regulations, the Competition Technical Director will determine the necessary action to be taken as to when a match shall resume or be rescheduled.

### **11.4 Rescheduling Options**

Options to compensate for delayed matches during the preliminary rounds and classification rounds within and between sessions are:

- Push back game start times and session times.
- Reduce the time between games within a session by reducing the pre-match protocol time between games. For example if the first match in a session is delayed, the teams scheduled to play in the second match would complete all of their pre match preparation (including the 15 minute court warm up) on a warm up court. Teams would then enter the competition arena approximately five (5) minutes prior to the start of their match for team introductions.

- Reduce the time between sessions, subject to spectator loading and unloading requirements and cleaning requirements.

Rescheduled matches should be conducted on one of the competition courts during a period in the competition where no other matches have been scheduled so as to cause minimal disruption to the remainder of the National Netball Championships program.